

THE #1 VIDEO-GAME TIPS MAGAZINE

50229

ARCADE

SUPER NES

PLAYSTATION

GENESIS

SATURN

NINTENDO 64

3DO

PORTABLES

# TIPS & TRICKS™

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Com's First 3-D

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Boss Code



# N64<sup>TM</sup> LADIES AND GENTLEMEN, START YOUR EYEBALLS

The waiting is over. Nintendo 64<sup>®</sup> is finally here, on the shelf, waiting for you to snatch it up. But what's the big deal, you're probably asking yourself. It took long enough. Was the wait worth it? You bet, and here's why.

The Nintendo 64 controller is the most revolutionary video game interaction device ever. It all starts with the analog Control Stick. Unlike the traditional all-or-nothing digital Control Pad (it's got one of those too), the analog Control Stick is sensitive to even the slightest movement. Move it a little to make Mario tiptoe. Crank on it and watch him take off in a full-tilt sprint. Best of all, the Control Stick gives you 360 degrees of control. The three grips on the controller let you hold the controller three different ways, depending on what works best for the game you are playing. For saving your records and high scores, the controller has a handy slot for your personal Memory Pak. Now when you go to your friend's house for some multi-player action, you can bring all your personal data with you, snug inside your favorite color controller (it comes in six stylin' colors).

finally  
you  
have  
control



## SO MANY



If you're going to invest your hard-earned (or mooched) cash in a video game system, you want to be sure you can play plenty of great games on it. Not an issue. There are over 50 titles in development for N64 covering all gaming categories, from action to role-playing, sports, fighting, simulation, puzzles, you name it. Furthermore, these are not titles that will wind up in the bargain bin after a month, because

Nintendo and the exclusive N64 Dream Team developers are dedicated to producing cutting-edge software that takes full advantage of the Nintendo 64's incredible technology. A few of the first wave of titles include

Super Mario 64<sup>TM</sup>  
PilotWings 64<sup>TM</sup>  
Wave Race 64<sup>TM</sup>  
Killer Instinct<sup>®</sup>Gold,



## what's up our sleeve.

It gets better. Most new gaming technology looks cool when it first comes out, but by the time you get it home, something bigger and badder is on the way. Fortunately, the Nintendo 64 was designed with maximum capability for future upgrades in mind. Four controller ports mean four-player gaming from the get-go. Expansion ports allow for more system RAM and new peripherals (can you say readable-writable storage media?). The bottom line: The Nintendo 64 is currently the most advanced video game system ever, and it is the only system that is designed to change with technology.





## An aerial view of a curling rink. The rink is blue with red lines marking the boundaries and circles. Several players in red and white uniforms are positioned around the rink. Overlaid on the image are several large, colorful arrows and circles: a green circle with a green arrow pointing down, a yellow star, and a red circle with a red arrow pointing right. The background shows a crowd of spectators and banners for 'CANTON' and 'EASTON'.

The Nintendo 64 logo, featuring the word "NINTENDO" in a small, black, sans-serif font above a large, stylized "64". The "6" is red and the "4" is blue. Below the "64" is the word "SPORTS" in a small, black, sans-serif font, followed by a trademark symbol (TM).

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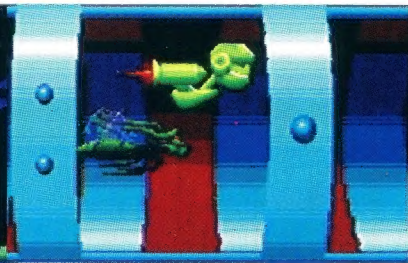




OR MAKE WASTE.

# VECTORMAN 2

WITH A LOAD OF NEW MORPHS AND THE MOTHERLODE OF NEW WEAPONS, VECTORMAN NOW HAS EVEN MORE WAYS TO TURN HIS MUTANT INSECT ENEMIES INTO LANDFILL. DO BATTLE AS A SCORPION, A GIANT TICK, OR A RHINO BEETLE. OR JUST DO A TON OF DAMAGE WITH THE FIREBALL, THE BOOT BLAST, OR THE OVERKILL. SPARE NOTHING. SHOOT EVERYTHING.

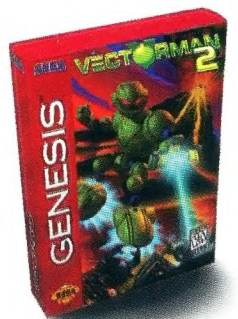


# GENESIS



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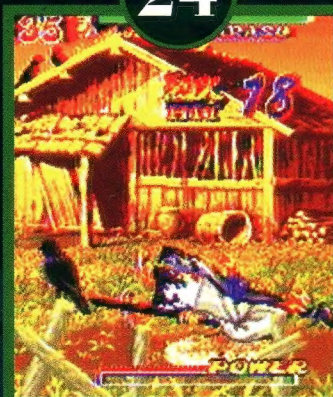
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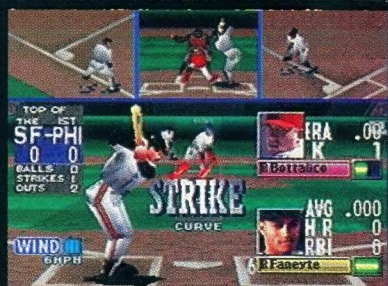


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Dear Tipsters,  
I'm leaving Los Angeles and moving to New York. The Big Apple. It therefore follows that I will no longer be working at Tips & Tricks. I'm sad to leave, but I will continue to write as long as you're interested in hearing from me. I hope you miss me as much as I miss you. Thanks for everything. I especially appreciated all the photos and stickers you sent to me. And the base-ball cards, candy, etc. Take care.  
Your friend,  
Betty



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おきたて  
おわるなら  
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## PHOTO FIEND

Dear *TIPS & TRICKS*,

I really like Betty. She's ultra cool and very pretty!!! I would really, really love to get a picture. Maybe signed by her? PLEASE. How old is Betty? I'm 18.

P.S. You wouldn't believe how difficult it is to buy your magazine. It takes only 45 minutes for your magazine to sell out everywhere. I got the August 1996 issue only because I snatched it as soon as it was put on the shelf! Anyway, as of the October issue, I'll be getting it in the mail. It will be easier to subscribe to your magazine than to fight somebody for the next issue.

Enclosed is a picture of me, please show it to Betty. Thanks!

—Fabian Hendrix  
Murfreesboro, TN

So, Fabian, you think that wearing sunglasses will impress Betty, eh? We can't send individual pictures, but we're sure you'll dig the big photo spread on Page 9—and it's even got a personal letter just for you. Thanks for subscribing.



## HANKERING FOR N64 INFO

Dear *TIPS & TRICKS*,

I would like to know if *TIPS & TRICKS* will have a special section on Ultra 64. I like your magazine and I hope to hear from you soon.

—Chad Wong  
Hercules, CA

Well Chad, wait 'til you see the coverage in the December issue! Hopefully, you have been enjoying our Mario 64 guides; we'll cover more N64 games when they trickle out.

## UNDER MY BED

Dear *TIPS & TRICKS*,

Hi. How are you? My name is Shawn. In December I moved to Georgia and went to Florida for New Year's Eve to visit my family. I stayed with my cousin who had brought the January issue of *TIPS & TRICKS*. That was my first time seeing one. Here's the point: I went looking in bookstores everywhere but couldn't find it. I finally asked my cousin. He said look in K-Mart. When I got there with money in my hand, the February issue was already out. So can you send me the January issue?

P.S. This letter is kind of old because I lost it under my bed.

—Shawn Williams  
Savannah, GA

Shawn, Shawn, Shawn. You've got to subscribe to get your very own issue of *TIPS & TRICKS* every month, delivered to your door. Unfortunately, we have run out of the January issue due to the high collectable value of the mag.

## STOP, THIEF!

Dear *TIPS & TRICKS*,

I just bought the *TIPS & TRICKS* magazine for May and I showed it to my friend. Lots of kids went over to see it, then the bell rang so I went into class and I put it into my bag. After that, I just got up to the teacher and I came back to my seat. When I looked in my bag to get the magazine, it wasn't there!

Somebody took my *TIPS & TRICKS* magazine! Who would take it? I didn't get to see all the tips. Can you please mail me the May issue of *TIPS & TRICKS*? Please!

—Jordan Azucena  
Daly City, CA

Your issue is on the way, Jordan—by the time you read this, you should have it. Try to be more careful, man. Thievery sucks.

## SEARCHING FOR THE STARS

Dear *TIPS & TRICKS*,

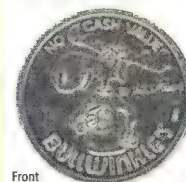
I own a 3DO, and I love the *Wing Commander* series of games. I was wondering if Origin will publish a version of *Wing Commander IV* for the 3DO? Please help me out.

Sincerely,

—Brandon Buckspan  
Longmont, CO

Brandon, you're out of luck. *Wing Commander IV* will be released for the PlayStation, Saturn and PC CD-ROM, but not the 3DO. We still love you, though.

## TOKEN OF THE MONTH



Front



Back

This month's token comes from Bullwinkle's in Santa Clara, California. It was sent in by Phil Marsh, a *TIPS & TRICKS* reader from Santa Clara. Thanks, Phil!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

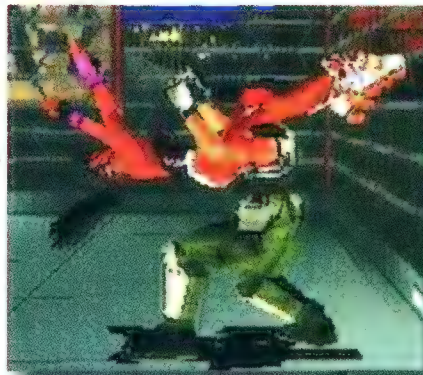
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## THE WRATH OF KHANKAB

Dear *TIPS & TRICKS*,

Your magazine is the best I've ever seen (and can afford). Why don't you have a part in the magazine for all of the arcade codes?

Your fan,

—Khankab Chanthasena  
Green Bay, WI

*We just started up a special arcade tip collection last issue; check out this month's goodies on page 74 and watch it grow!*

## I KNOW PARMAN!

Dear *TIPS & TRICKS*,

First, I would like to say that I LOVE your magazine! In July's issue, Betty asked who Parman was. Parman is a Japanese Superhero; I use to watch it when I was a kid. Betty, I just LOVE your "Betty's Index"! In the July issue, you talked about the "Everyburger" cookies. I tried them, they were just so good! Thanks for the food tip, Betty! I also tried "Dew Dew Candy"; that was also good. (It has grape flavor too.)

P.S. I'm sending a picture; PLEASE print it! Thanks for reading.

—Risa Yoshioka  
Fort Lee, NJ

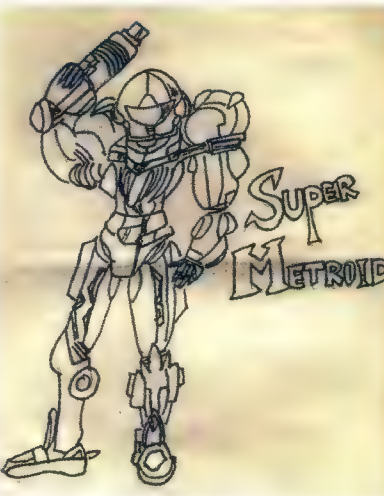
*We did print your excellent picture Risa! Betty sez thanks; watch for her "new" section next month!*



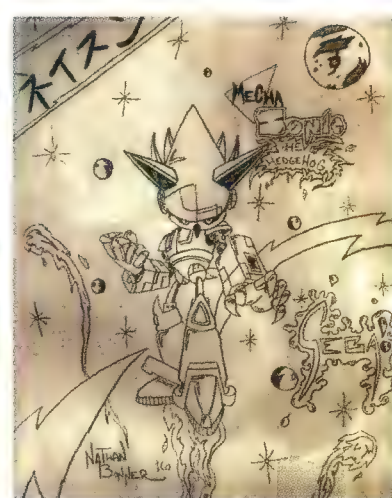
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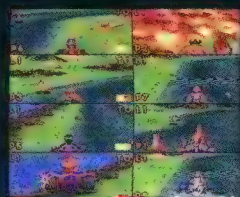


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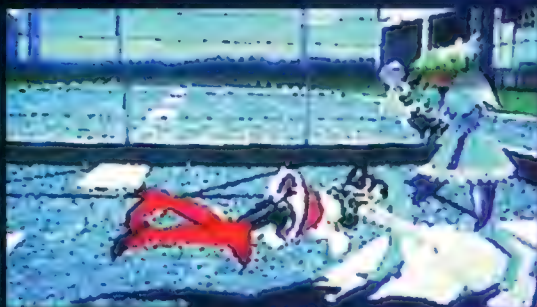


The first time we heard about this, we didn't believe it either—but it's true! *Fighting Vipers* has a big secret for fans of the character known as Candy (a.k.a. Honey in Japan). To find it, you must play as Candy (or Honey) and get a winning streak of over 99 games in two-player mode. This trick would cost you and your friends a lot of money if you were to attempt it at your local arcade, so we took these pictures for you because we love you so very much.



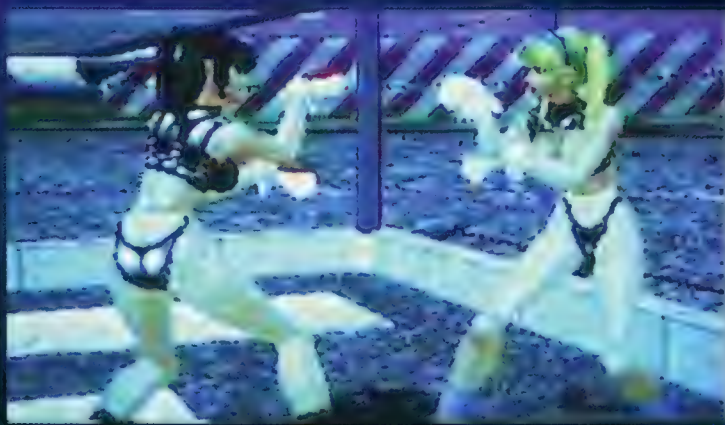
## Step 1:

Play the game in two-player mode until the "win" counter above your energy bar reads 100 or more. This can get kinda boring—it takes over an hour, even if you're rushing through—so here are a few things that will keep you interested as you proceed. First, notice that your character's armor gauge will change its pose with every eight victories. Very cool! The other thing that we did in order to keep from falling asleep was to see how quickly we could defeat the Player 2 character without touching the joystick or buttons on the Player 2 side. If you can win a round this way in nine seconds or less, you're a *TIPS & TRICKS*-caliber player!



## Step 2:

Once Candy has a streak of 100 wins or more, her opponent should try to knock off Candy's lower-body armor. The easiest way to do this is with a series of low kicks (to weaken the armor) followed by a sliding kick. If you're playing Candy vs. Candy, just hold the joystick **Down** and press **Kick, Kick, Punch** for a hard-hitting combo that can knock off the lower armor after just two attempts. Ordinarily, Candy would lose nothing more than her leg armor when you do this, but Sega must have decided to reward the Candy players with a real show because this time her skirt gets knocked off, too! This trick will continue to work in subsequent rounds, as long as the winning streak is intact. There are also a couple of odd quirks associated with it, too; for example, if Candy's skirt is missing when the winning streak finally ends, you'll see the skirt reappear on her body when she falls to the ground! Also, if you play Candy vs. Candy, then both characters can lose their armor this way. We wanted to try this trick with other characters, but we were too scared to see Sanman in his underwear. Please note that this trick was tested on the arcade version of *Fighting Vipers* only, and it may not be included in the upcoming Saturn conversion.







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# Super Puzzle Fighter II Turbo



by Tyrone Rodriguez



Puzzle Fighter can be described as a cross between Puyo Puyo (a.k.a. Dr. Robotnik's Mean Bean Machine or Kirby's Avalanche) and Tetris Gaiden with characters from Street Fighter, Night Warriors and Cyberbots to attract fighting-game freaks. You don't directly trigger your character's punches, kicks and special attacks; the fighting is controlled by your actions in the puzzle game. However, the fighters do have specific attributes and character balance—and hey, if you're a Capcom art fan, you get to see super deformed versions of Chun-Li and Morrigan! Think of it as a puzzle game with gameplay modifications that put it in a class by itself.

## STUFF YOU NEED TO KNOW



**GEM** This is the standard gem. One of four colored objects that you'll see.



**CRASH GEM** Also one of four colors. This one is used to destroy gems of its own color.



**POWER GEM** A group of same-colored regular gems that have bonded together.



**DIAMOND GEM** This diamond-shaped gem will clear the screen of all gems of the first color it touches.



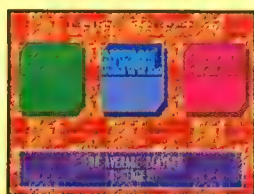
**COUNTER GEM** A gem with a timer in the middle. When the number counts down to zero, it will turn into a standard gem.



**COUNTER GEM PATTERN** The gems will fall in this pattern when you attack your opponent.

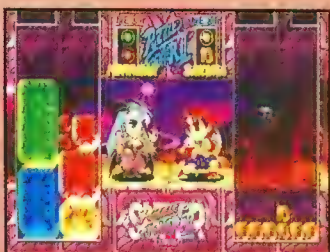
## LEVEL SELECT

The "Easy" game is a quick, three-match game for novice players. "Normal" consists of nine matches against all characters plus one "boss". "Hard" is the same as "Normal" except the CPU reacts more quickly.



## THE PLAYFIELD

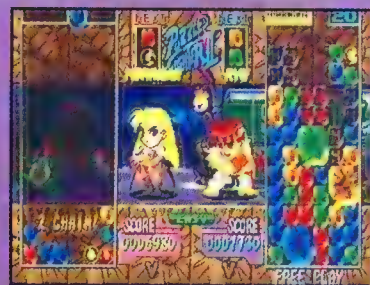
Your playing area is six columns wide and can hold 13 rows of gems. Important: All gems fall from Column 4 in pairs. It does not matter if there are no open spaces in other columns; if your opponent has Columns 1, 2, 3, 5 and 6 filled up to the top but still has open space in Column 4, he or she can still win if you choke.



Two buttons allow you to rotate the gem pairs clockwise or counter-clockwise. The counter in the upper right corner of the playing field indicates the number of gems that will be dropped on you before you get to play your next pair of gems. To the left of this counter is a message that usually indicates the strength of the attack. Both players play the exact same pair of gems, so the winner is determined by how you play the gems and how you react to your opponent's counter gems.

## CHAINS

Capcom may have taken chain combos out of Street Fighter Alpha 2, but they're in Puzzle Fighter now! There are different ways to set them up, but here's a common example: A set of destroyed red gems leads to a set of destroyed yellow gems. You get extra points and stronger attacks by doing chain combos.



## HOW TO ATTACK

There are two methods of attack. The easiest way is to drop a crash gem on a standard gem or crash gem of the same color. This will destroy the gems and send some over to your opponent's playfield. Note: Dropping a crash gem on top of a counter gem of the same color will not immediately destroy it, but an attack will result when the counter gem's timer reaches zero. Counter gems can be destroyed while still counting, but only if an adjacent gem (of any color) is destroyed as well. The other way to attack is with a diamond.





## TAUNTS

No modern-day *Street Fighter* game can be complete without taunts. Press the **START** button at any time during the game to show your enemy that you mean business!



## BLOCKING

Unlike other puzzle games, you can counter-attack when your opponent strikes; just time your attack to meet your opponent's actions and destroy some gems. This will neutralize the number of gems dropped on you, or even send some over to the other side. Delayed "attacks" (a crash gem next to a counter gem, for instance) will count as part of defense as well. This is very useful for setting up delayed counters and helps to clear your side of the screen.

## HIDDEN CHARACTERS

Secret characters in *Super Puzzle Fighter II Turbo* include Akuma, Dan and Devilot, the cute demonic blonde from *Cyberbots*. These three have their own qualities, but none seems to have the power of Ken or Hsien-Ko. Follow these instructions to choose a secret fighter at the character-select screen:



### AKUMA

#### Player 1 Side

1. Highlight Ryu and hold the **START** button; you must continue to hold **START** for the rest of the sequence.
2. Move the cursor **Down, Left, Down, Left, Down, Left, Down, Left** and continue to hold the joystick **Left** at this last step.
3. While still holding **Left** and **START**, press an action button. Akuma will appear as your character.



#### Player 2 Side

1. Highlight Ken and hold the **START** button; you must continue to hold **START** for the rest of the sequence.
2. Move the cursor **Down, Right, Down, Right, Down, Right** and continue to hold the joystick **Right** at this last step.
3. While still holding **Right** and **START**, press an action button. Akuma will appear as your character.

### DAN

#### Player 1 Side

1. Highlight Ryu and hold the **START** button; you must continue to hold **START** for the rest of the sequence.
2. Press **Down** 14 times.
3. Press an action button. Dan will appear as your character.



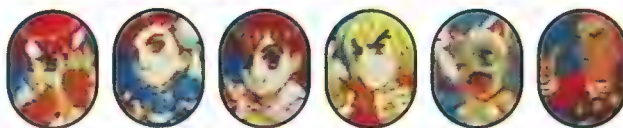
#### Player 2 Side

1. Highlight Ken and hold the **START** button; you must continue to hold **START** for the rest of the sequence.
2. Press **Down** 14 times.
3. Press an action button. Dan will appear as your character.

### DEVILOT

#### Player 1 or Player 2 Side

To access Devilot, follow the instructions for Dan above, but watch the timer countdown. After pressing **Down** 14 times, you must press an action button at the exact instant when the timer reads 10 seconds; if you've done this correctly, Devilot will appear as your character.

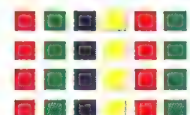


The original *Street Fighter* has been toned down in a big way for *Puzzle Fighter*. Yes, even his little psychotic stalker Sakura can beat out the Shotokan champ. You're asking for a real challenge if you use Ryu. His Gem Counter is not too hot, but tenacity can get you a win. Try alternating between small and large attacks.

Strengths	The column patterns make it easier for Ryu to block portions of his opponent's screen. Try alternating between small and large attacks to get some action going; multiple chain combos are also recommended.
Super Move	No surprise here; Ryu does a Shinkuu HADOKEN!
Common Gems	Red



COUNTER GEM PATTERN





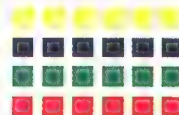


A very good fighter, especially when you've set up staggered blocks for your opponent. Ken is a quick, effective fighter. Stay away from little "pecking" attacks and concentrate more on the substantial blows.

<b>Strengths</b>	Ken has a good counter gem pattern, so it's difficult to get long runs against him. He's not an easy fighter to read—you'll have to be looking constantly at the other player's field to see what's next. Great for messing up opponents' set-ups. Good for beginners.
<b>Super Move</b>	While saying, "Ikuze! Shoryureppa!" Ken finishes his opponent with two Dragon Punches.
<b>Common Gems</b>	Red, Green



COUNTER GEM PATTERN



Sakura's got a decent Gem Counter. Her strengths lie in playing a game close to the way Ken fights. She does seem to get away with using smaller attacks more often than some of the other characters.

<b>Strengths</b>	She's a balanced character who's good at defeating most set-ups. Sakura players will need more thought and less thumb to stop serious attacks. Vertical and horizontal combinations help, although not much.
<b>Super Move</b>	Sakura launches a Shinkuu-Hadoken (Super Fireball) at her opponent.
<b>Common Gems</b>	Red, Blue

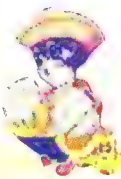


COUNTER GEM PATTERN

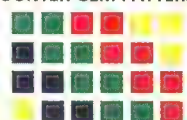


"Lei-Lei" has an obvious advantage: non-delayed small and large attacks. You can keep attacking with little pecks then follow up with a large Chain Combo for good damage. She's definitely not one for the feeble-minded; you've got to be on your toes to keep up.

<b>Strengths</b>	In general, diagonal patterns prevent large power gems from forming on your side. Hsien-Ko is great at the small to mid-sized drops, and she hits harder than most opponents. She's also got a great fashion sense.
<b>Super Move</b>	An anvil and spiked balls fall on Hsien-Ko's opponent.
<b>Common Gems</b>	Blue, Green



COUNTER GEM PATTERN

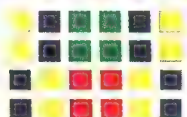


The super-deformed Morrigan is not up to the standards set by her full-sized Night Warriors counterpart. Think of her as an average fighter—not too aggressive, yet not a wallflower. Her Gem Counter is okay, but you'll have to rely on more than just super moves.

<b>Strengths</b>	She's a fairly solid, balanced character with decent power. Her sides are fairly well protected and risky to take advantage of in the middle. Morrigan's style is similar to Ken's, but Ken definitely edges her out.
<b>Super Move</b>	Morrigan smacks her unwary opponent with a mean Shadow Wave.
<b>Common Gems</b>	Blue, Yellow



COUNTER GEM PATTERN

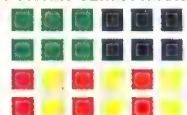


Donovan is the Rodney Dangerfield of *Puzzle Fighter*. Like Dan in the *Street Fighter Alpha* series, everyone thinks he just can't win...until a tournament-caliber player beats you to bits with him. While not in the top three, Donovan can cause some chaos if your opponent is overconfident.

<b>Strengths</b>	Small, continuous attacks are very useful when playing as Donovan. He can build high columns without fear of retribution.
<b>Super Move</b>	Donovan drops a big, spiked sarcophagus on his opponent.
<b>Common Gems</b>	Red, Yellow



COUNTER GEM PATTERN







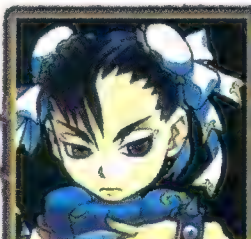
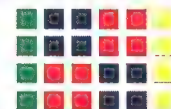
**FELICIA**

Not known for great battle skills, Felicia is used less in *Puzzle Fighter* than she was in *Night Warriors*. She can beat out Chun-Li, but that's not saying much. Go ahead and use her for fun, but don't expect too many wins.

Strengths	She's most effective if your opponent is someone like Wat who will be easily distracted by her fashion sense. Felicia is a bit too slow later in the game to have any chance of counter-attacking.
Super Move	Felicia summons a bunch of her friends to pounce all over your opponent.
Common Gems	Red, Blue



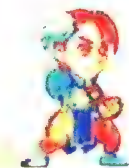
COUNTER GEM PATTERN



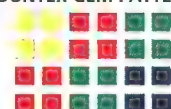
**CHUN-LI**

Chun-Li's may rock in *Street Fighter Alpha 2*, but in *Puzzle Fighter* she's weaker than Donovan! Some characters just have a harder time making a comeback at the end of a round, and she's one of them; her gem counter kinda stinks, too.

Strengths	She can do large chains, but it's extremely hard to set them up without having a playfield full of counter gems. There may be some good Chun-Li players out there by the time you read this, but at press time we were still looking.
Super Move	
Common Gems	Red, Green



COUNTER GEM PATTERN



**AKUMA**

Akuma's gem counter is good enough to make up for his shortcomings. Just as in *Street Fighter Alpha 2*, he seems weak when used by a real person, but a computer-controlled Akuma can kick your butt all the way to Pizza Hut. If your arcade operator has the game set on three rounds instead of one, you'll have a better chance of winning.

Strengths	Akuma has the best counter gem in the game; it's hard to set up against. He's just not too powerful, so don't let up and you should be fine.
Super Move	Akuma fires off a huge Shinkuu Gaadoken, nailing his opponent.
Common Gems	Yellow



COUNTER GEM PATTERN



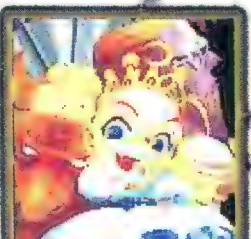
**DAN**

Don't use him. Even for fun. You wanna know why? First, when you attack your opponent, all of the gem counters sent to the other side are RED! This is not a good thing. Yes, the harder you try to beat your opponent, the easier it is for them to rock you.

Strengths	Uh...he has red counter gems? Seriously, the only way you're going to get anywhere with Dan is if you set up some kind of outrageous, ridiculously huge attack, then let it fly and pray for a miracle.
Super Move	His winning Super Taunt carries over from <i>Street Fighter Alpha 2</i> .
Common Gems	Red



COUNTER GEM PATTERN



**DEVILOT**

And you thought Akuma was evil! The Satanic Devilot has the play style to go with the bite. When used to her fullest potential, Devilot can clock you very quickly—just like Hsien-Ko. Her Super Move is a riot!

Strengths	She has one of the best counter gem patterns in the game; it's the antithesis of Akuma's. Plus, you've gotta love her attire.
Super Move	Just as Rolento calls one of his buddies, so does Devilot; her compadre shoots a laser at her opponent.
Common Gems	Red



COUNTER GEM PATTERN







# MULTI-PLAYER, REAL-TIME, WITHOUT A YOU'RE

RAVING

HE'S PACKING

A HURLOOH MINOTAUR.

GIANT STRENGTH.

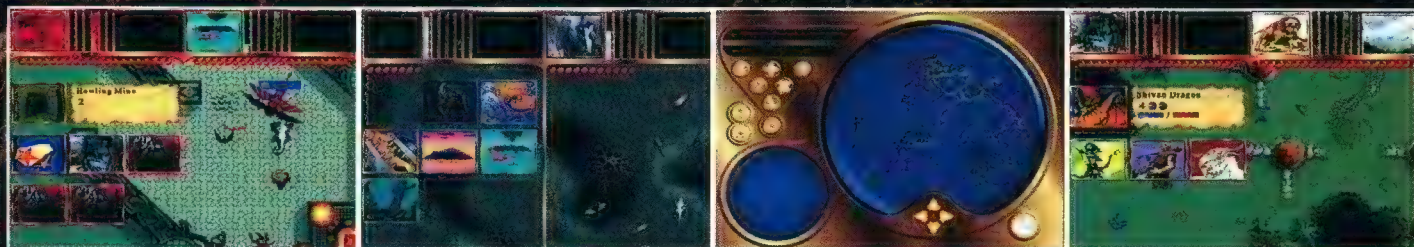
A FIREBALL.

THE WALL OF STONE.

REVERSE DAMAGE.

A HILL GIANT.

AND SHATTER.







# STRATEGIC WARFARE... MASTER PLAN, DUST.

SANDRUU

HE'S PACKING

A SERRA ANGEL,

HOLY STRENGTH,

Tsunami,

THE WALL OF AIR,

ARMAGEDDON,

THE SHIVAH DRAGON,

AND REGENERATION.

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by Wataru Maruyama

乱世戦慄

霸王降臨

### NINJA SHOWDOWN

It appears that *Ninja Master's* is developer ADK's homage to *Samurai Shodown*, which is a great bonus for fighting-game fans who can't get enough feudal action. (Yes, there is an apostrophe in the title...which begs the question, "Ninja Master's what?") It's a solid game, definitely worth your attention in the arcade—especially since Neo-Geo games usually cost a quarter to play as opposed to 50 or 75 cents for "premium" titles.

### WEAPONS OF THE DARK WARRIOR

You have the ability to draw or holster your weapon at will, an option which can change the range and strength of certain attacks. The characters can also lose their weapons when hit with certain special attacks. The game features an interesting assortment of tools, including guns, hammers, trusty hand blades and swords that rise from the grave. To draw your weapon, press **B + C** simultaneously; press them again to holster it. Some characters need only press **B**. Pretty cool.

新作対戦絵巻

NINJA MASTER'S

霸王忍法帖





## NINJA COMBOS

The other distinguishing feature of *Ninja Master's* is the combo system, which mimics the "rush and hit" method seen in *Real Bout* and *The King of Fighters '96*. Whenever you start one of these, a blue shadow will trail your character; it's similar to the effect that appears when you perform a super combo in the *Street Fighter Alpha* series. (Like most Neo-Geo fighting games, this game "borrows" a lot of ideas from previous fighters.) These combos are activated by pressing the buttons in a pre-programmed sequence; for example, when playing as Sasuke, try **A, B, B, B, → + B**.

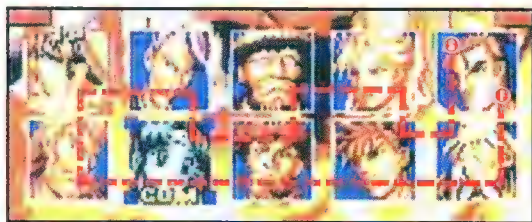
## NINJA NOTES

Here are some important things to remember when learning the *Ninja Master's*...uhh, mastery:

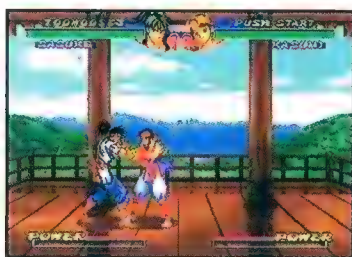
1. There is no air blocking.
2. You can dash forward and back and perform dashing attacks; quickly double-tap the joystick **→→** or **←←** to dash.
3. There are no "special" counter attacks.
4. The fighters are not as big and detailed as their character portraits.
5. There aren't enough Ninja women in the game.

## TIME ATTACK CODE!

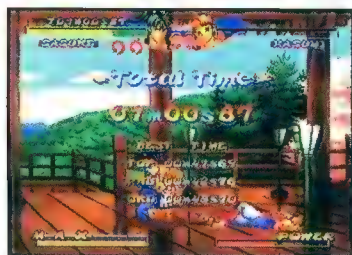
Use this top-secret code to activate the Time Attack mode. This works for a one-player game only. Once the code is in place, the game may remain in Time Attack mode until somebody enters the same code again to deactivate it. If you beat the game in Time Attack mode, the screen will reveal the code to obtain the bosses!



Highlight Kamui at the character select screen, then press **Down, Left, Up, Left, Down, Left, Up, Left, Down, Right, Right, Right, Right, Up**. Now with the cursor back on Kamui, press **C + D** simultaneously, then choose your character.



You'll know you're playing in Time Attack mode when you see the handy timer that has replaced the win counter just above your energy meter at the top of the screen.



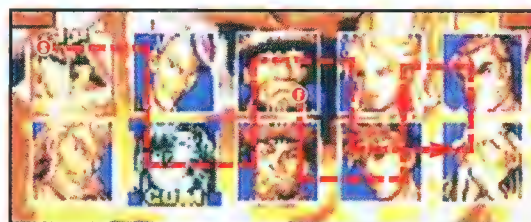
You'll also get Time Attack stats at the end of each battle. Be ferocious and go for the Time Attack record books by defeating your opponent as quickly as possible!

## BOSS CODE!

Of course, the *TIPS & TRICKS* masters were able to conquer Time Attack mode and now present to you the boss code! This trick will allow you to play as the mid-boss Ranmaru and the final boss Nobunaga. When you've entered the code correctly, the bosses' picture boxes will appear on the screen.



On the Player 1 side, highlight Kamui at the character select screen, then press **Left, Down, Left, Up, Left, Down, Left, Up, Right, Down, Right, Up**. Now with the cursor on Unzen, press **C + D** simultaneously to complete the code.



If you're playing on the Player 2 side, highlight Sasuke, then press **Right, Down, Right, Up, Right, Down, Right, Up, Left, Down, Left, Up**. Now with the cursor on Unzen, press **C + D** simultaneously to complete the code.



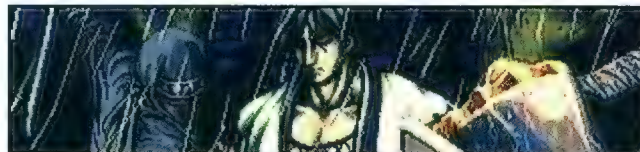
The bosses' picture boxes will appear at the sides of the screen; Ranmaru on the left and Nobunaga on the right.

## POWER BAR, LIFE METER AND OTHER SYMBOLS

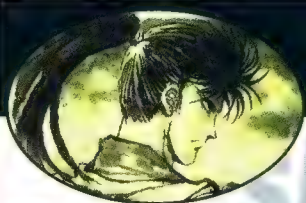
Use the following chart to identify Super attacks and other special moves on the following pages.

<b>S Super Attacks</b>	These moves can only be performed when your "Power" meter (at the bottom of the screen) is full.
<b>D Desperation Attacks</b>	These moves can only be performed when your health meter (at the top of the screen) is flashing red.
<b>W Weapon</b>	These moves can only be performed with your weapon drawn.
<b>H Holster</b>	These moves can only be performed with your weapon holstered.

In the moves lists, the word "**Punch**" means that you can use either **A** or **B** to do the move; similarly, "**Kick**" means you can do the move with the **C** or **D** button.







The main hero of the game is an extremely generic character. He looks like a skinny Haohmaru with daggers.

# SASUKE

## CHARACTER MOVES

Dagger Throw	↓ ↘ → + Punch
Whirlwind Kick	↓ ↙ ← + Kick
Dive Kick	(while jumping) ↓ ↙ ← + Kick
Triple Strike	↓ ↘ → + Punch, ↓ ↘ → + Punch, ↓ ↘ → + Punch
Energy Strike <b>S</b>	→ ← ↙ ↓ ↘ → + A + B
Super Grab <b>D</b>	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + A + C

Combo 1	A, B, B, B, → + B
Combo 2 <b>H</b>	C, B, B + C, B, B
Low Strike	Dash + ↘ + Kick
Throw 1	→ + B
Throw 2	→ + D
Special Throw	→ ↘ ↓ ↙ ← + D



Another generic Ninja who looks like Sasuke with a mask. He is rumored to have a secret connection with Sasuke (like Ryu and Ken, no less).

# KAMUI

## CHARACTER MOVES

Blade Throw	↓ ↘ → + Punch
Uppercut	→ ↓ ↘ + Punch
Triple Kick	↓ ↙ ← + Kick, ↓ ↙ ← + Kick, ↓ ↙ ← + Kick
Ninja Smoke <b>S</b>	→ ↘ ↓ ↙ ← + A + B
Ninja Confusion <b>D</b>	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + A + C

Combo 1	↘ + A, A, B, B, → + B
Combo 2	D, B, → + B, Kick
Throw	→ + B
Wall Strike	Bounce off wall, then A, B, C or D
Special Throw	→ ← ↙ ↓ + D



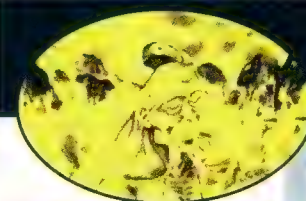
This burly redhead commands the power of lightning!

# RAIGA

## CHARACTER MOVES

Thunder Final <b>D</b>	↓ ↘ → ← ↙ ↓ ↘ → + A + B
Combo 1	A, B, B, B, → + B
Combo 2	→ + A, B, B, D, C, B
Thunder Rush 1	Dash + ↘ + B
Thunder Rush 2	Dash + ↘ + C
Thunder Rush 3	Dash + ↘ + D

Thunder Smash 1	(while jumping) ↓ + C
Thunder Smash 2	(while jumping) ↓ + B
Throw 1	→ + B
Throw 2	→ + D
Special Throw	Rotate joystick 360° + B



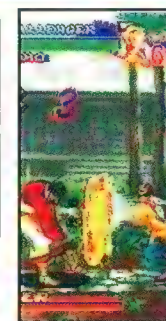
This card-carrying senior could give Gambit a run for his money.

# TENHO

## CHARACTER MOVES

Card Flash	Press <b>Punch</b> repeatedly
Kick Slide	↓ ↘ → + Kick
Card Throw	↓ ↘ → + Punch
Card Flurry	→ ↘ ↓ ↙ ← + Punch
Card Rush	→ ↓ ↘ + Punch, ↓ ↘ → + Punch, ↓ ↘ → + Punch
Energy Flash <b>S</b>	↓ ↙ ← ↙ ↓ ↘ → + A + B

Cards from Heaven <b>D</b>	→ ↘ ↓ ↙ ← → ↘ ↓ + A + C
Combo 1	A, B, C, → + D, → + B
Combo 2	A, C, → + B, C
Dive	(while jumping) ↓ + C
Throw	→ + B
Special Throw	← ↓ ↙ + B















Easily the coolest character in the game.  
His name means "Crow" in Japanese.

# KARASU

## CHARACTER

## MOVES

<b>Sword Slash</b> 	↓ ↙ ← + Punch
<b>Dark Slash</b> 	→ ↓ ↘ + Punch
<b>Dark Sword</b> 	→ ↓ ↘ + Punch
<b>Sword Throw</b> 	(while jumping) + ↓ ↘ → + Punch
<b>Flying Crows</b>	↓ ↘ → + Punch, → → + Punch, → → + Punch
<b>Dark Energy</b> 	→ ← ↙ ↓ ↘ → + A + C

<b>Dark Crow</b> 	→ ↘ ↓ ← ↵ + A + B
<b>Combo 1</b> 	A, B, B, B
<b>Combo 2</b> 	A, C, B + C, B, → + B
<b>Throw</b>	→ + B
<b>Special Throw</b>	→ ← ↵ + B







This guy has some neat attacks that use spiritual energy.

# HOUGH

## CHARACTER

## MOVES

<b>Rising Spirit</b>	Hold ↓, then ↑ + Kick
<b>Ground Spark</b>	Hold ←, then → + Kick
<b>High Spark</b>	Hold ←, then → + Punch
<b>Multi-Spark</b>	← ↙ ↓ ↘ → + Punch, ↓ ↘ → + Punch, ↓ ↘ → + Punch
<b>Spirit Wave</b> 	↓ ↙ ← → + A + B
<b>Light of Buddha</b> 	← ↙ ↓ ↑ + A + C

Combo 1	A, B, A, $\rightarrow$ + C
Combo 2 	D, D, A, $\rightarrow$ + B
Throw 1	$\rightarrow$ + B
Throw 2	$\rightarrow$ + D
Special Throw	$\leftarrow$ $\rightarrow$  $\downarrow$ + B





Natsume is the mandatory hot chick of the game.

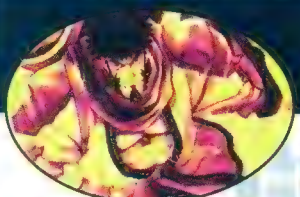
# NATSUME

## CHARACTER

## MOVES

Uppercut	→ ↓ ↘ + Punch
Dash Slash	↓ ↙ ← + Punch
Flip Kick	↓ ↙ ← + Kick
Weapon Throw 	← ↙ ↓ ↘ + + Punch
Kick Axes	↓ ↘ → + Kick, ↓ ↘ → + Kick, ↓ ↘ → + Kick
Kick Rage 	→ ← ↙ ↓ ↘ → + C + D

Natsume Special <b>D</b>	→ ↘ ↓ ↙ ← ↖ ↗ → + A + C
Combo 1 <b>W</b>	A, D, B
Combo 2	↘ + A, → + A, → + A, A, → + B
Throw 1	→ + B
Throw 2	→ + D
Throw 3	↘ + B
Special Throw	← ↓ ↙ + D





This weirdo sports an ancient shotgun!

# GOEMON

## CHARACTER

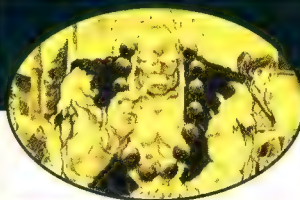
## MOVES

<b>Smoke Bomb</b>	↓ ↘ → + Punch
<b>Gun Blast</b> 	↓ ↘ → + Punch
<b>Fire Strike</b>	↓ ↙ ← + Punch
<b>Fire Throw</b>	→ ↓ ↘ + <b>Punch</b> (hold <b>Punch</b> for delay)
<b>Strike Flurry</b>	↓ ↘ → + Kick, ↓ ↘ → + Kick, ↓ ↘ → + Kick
<b>Burn Up</b> 	↓ ↙ ← → + A + B

<b>Fire Destruct</b>	← ↓ ↙ → + A + C
<b>Combo 1</b>	A, C, C, D, D
<b>Combo 2</b>	↘ + A, B, → + B
<b>Throw</b>	→ + B
<b>Special Throw</b>	← ↓ ↙ + D







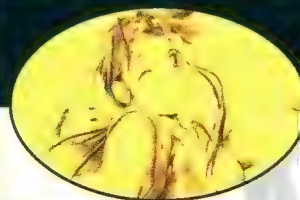
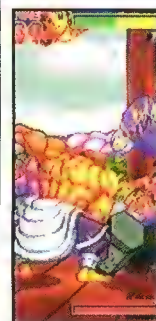
The muscle-bound monk is not happy.

## UNZEN

### CHARACTER MOVES

Whirlwind Punch	B+D
Ground Smash	→ ↓ ↓ ← + Punch
Smashing Judgment	↓ ← ← ← + Punch
Crush Judgment	← ← → ↓ ↓ ← + Punch
Hammer Smash (W)	→ ↓ ↓ + Punch
Monk Rush	↓ ↓ → + Kick, ↓ ↓ → + Kick, ↓ ↓ → + Kick

Rushing Judgment (S)	Hold ←, then → + A + C
Final Judgment (D)	← → ↓ ↓ ← → + A + C
Combo 1	→ + A, B, A
Combo 2	A, B, B, → + B
Throw 1	→ + B
Throw 2	↓ + B
Special Throw	← ↓ ↓ → + B



This demure cutie looks too much like Nakoruru. Very disturbing.

## KASUMI

### CHARACTER MOVES

Wall Dive	Hold ↓, then ← or → + Kick
Knife Dive	(while jumping) ↑ ↓ + Kick
Rolling Strike	→ ↓ ↓ ← + Kick
Foot Strike	↓ ↓ → + Kick
Strike Flurry	↓ ↓ → + Punch, ↓ ↓ → + Punch, ↓ ↓ → + Punch
Kasumi Suprise (S)	Hold ←, then → + A + B

Spinning Crush (D)	→ ↓ ↓ ← → + A + B
Combo 1 (W)	A, → + A, A, → + B, B
Combo 2 (W)	B, B, A, B, → + A
Throw	→ + B
Special Throw	↓ ← ← → + B



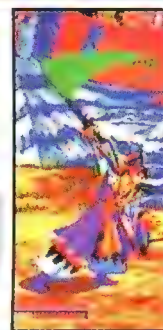
This powerful mid-boss is the second most interesting character in the game. Her special attacks look really cool.

## RANMARU

### CHARACTER MOVES

Kinetic Strike	↓ ↓ → + Punch
Disaster	→ ← ← ↓ ↓ → + Kick
Rising Kinetic	→ ↓ ↓ + Punch
Sky Kinetic	(while jumping) → ↓ ↓ ← + Punch
Multi-Kinetic	↓ ← ← + Kick, ↓ ← ← + Kick, ↓ ← ← + Kick
Flashing Blast (S)	→ ↓ ↓ ← → + A + B

Kinetic Blast (D)	← → ↓ ↓ ← ← + A + B
Combo	A, B, A, B, → + B
Throw	→ + B
Special Throw	→ ↓ ↓ ← ← + D



The head boss guy looks like a refugee from World Heroes. Somewhat cheesy specials.

## NOBUNAGA

### CHARACTER MOVES

Glowing Fist	→ ↓ ↓ + Punch
Wave Strike	↓ ↓ → + Punch
Evil Rush	↓ ↓ → + Kick
Wall Wave	Hold ↓, then ↑ + Kick
Multi-Special	Hold ←, then → + Punch, ← → + Punch, ← → + Punch
Tornado Fury (S)	↓ ← ← ↓ ↓ → + A + B

Nobunaga's Ambition (D)	← → ↓ ↓ ← ← + A + B
Combo	↓ + A, → + D, B, D, → + B
Throw	→ + B
Special Throw	→ ← ← + D







# PROJECT OVERKILL™

IT'S READY-ARE YOU?



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# STAR GLADIATOR

## EPISODE: I FINAL CRUSADE

by Wataru Maruyama



This monumental game marks Capcom's first attempt at a 3-D fighting game—and it's a winner! I can already tell that this is the beginning of another successful series (we'll probably see *Star Gladiator II Turbo* in a year or two) and we hope there will be more humanoid characters in the sequel. You can find this game at most arcades now and on the PlayStation around November.

### ▶ PLASMA WEAPONS ARE COOL

*Star Gladiator* uses the attack system made popular by *Soul Edge*, which is simply a revised *Virtua Fighter* style with weapons. Of course, Capcom has added its own touches, bringing years of fighting-game know-how into the third dimension.

### ▶ DODGING

You can dodge to the left or right by pressing  $\rightarrow$  + Guard or  $\leftarrow$  + Guard. You can also quick dash forward with  $\downarrow \rightarrow$  + Guard.

### ▶ AIR ATTACKS

Every character has two types of attacks to perform in the air. You can execute an attack the minute you get into the air, which results in a rising strike that will act as an air counter. Attacking any time after that will produce a swooping strike that cannot be used as a jump-in to start a combo. It is very easy to knock opponents out of the sky, so don't make it an integral part of your offense. Defensively, though, it's excellent.

### ▶ HOW TO JUGGLE WITH LIGHT

Pressing  $\nearrow$  + A with all characters except Gore will produce an upper slice attack that lifts opponents into the air. This is the easiest way to start a little juggling action. The  $\rightarrow$  + A and  $\rightarrow$  + B moves can be used to close the distance if you knock the opponent too far away from you. Try to use the "Final" combos in the juggle, but make sure the last strike of the combo hits the opponent or the Final blow will not be activated.

### ▶ RANGE

Range awareness is always integral to fighting games, but especially so when weapons are involved. The length of the character's weapon does not always equate to a long reach. Saturn has easily the longest reach in the game and is the winner of the Dhalsim Cheapness award, with Gore and Vector close behind.

### ▶ SPECIAL FINISH AND "RING OUTS"

There are two spectacular methods for finishing a match in style. 1) Press A + B + Guard to activate the Plasma Strike. This can only be used once per round and will show you a dazzling replay from three angles if you use it to end a match. 2) Executing a Final Combo (see chart) is also a marvel to watch. There are no special replays for finishing with Finals. June and Ringal have the best ones, so check 'em out!

### ▶ GETTING UP

Press G to roll to the side after being knocked down or  $\leftarrow$  or  $\rightarrow$  to roll backward or stand straight up. Press K to get up with a high kick,  $\downarrow$  + K to get up with a low kick or  $\downarrow \uparrow$  + K to get up with a rising air attack. If you do nothing, your character will get up automatically.

### ▶ ENERGY BLOCKS

Energy blocks are used to anticipate enemy weapon strikes and when timed correctly, will block an attack and counter strike automatically. Press  $\leftarrow$  or  $\rightarrow$  + Guard + A for countering A slashes and  $\leftarrow$  or  $\rightarrow$  + Guard + B to counter B slashes. These will counter both high or low, but will not block kicks or throws. The active energy block period is a little more than a half second, so timing depends on the opponent's slash speed.

### ▶ HIDDEN CHARACTERS!

There are two secret characters in addition to the nine regular fighters. Kappa is a hidden character that appears to fight you if you fulfill certain requirements, usually in stage four. Bilstein is the boss of the game, and you can also face Super Bilstein, who is equipped with more psychic attacks and has cloaking powers for invisibility. Both of these characters are accessible with secret codes in the arcade version and will be in the PlayStation version, though the codes will be different.



### ▶ CHART COMBINATIONS

Make sure you check out the mind-blowing chart in the character profiles to see the possible hit combinations. To execute a Final attack, complete the steps that lead up to the Final, make sure the last strike of the combo hits, then press the Final command.

### ▶ COOL GUARD TIPS

- Press Guard to cancel a Weapon strike. You can only cancel it out if you press Guard immediately after pressing A or B. This is a great fake-out move from the *Virtua Fighter* series; use it when your opponent is Energy Blocking the heck out of you.
- When jumping over opponents, if you press Guard in mid-air you'll turn to face them as soon as you land. This still isn't fast enough to hit them before they turn around, but it will stop them from striking you before you get a chance to turn around.



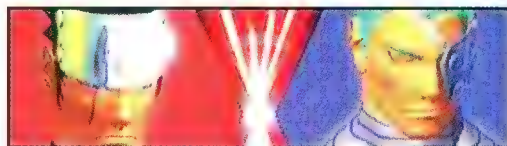




# HAYATO

## Special Attacks:

Double Slash	↓ ↘ → + B, A
Uppercut and Swoop Combo	↓ ↘ → + B, B, A
Grand Kicks	→ + K, K
Ax Double	↓ + K, → + K
Dodge Hop and Strike	K + G, A or B
Happy Blade	↓ ↓ ↓
Death Slice	→ ↘ ↓ + A
Violent Embrace	→ ← + K



**Full name:** Hayato

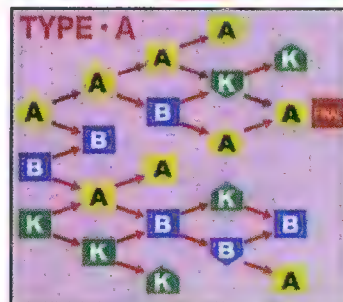
**Age:** 21

**Origin:** Japan

**Weapon:** Plasma Blade

**Strengths:** Weapon range, overall balance and a cool-looking Light Saber

**Weaknesses:** Predictable patterns and generic costume



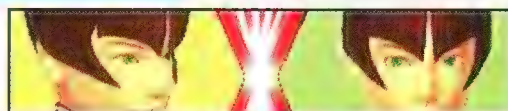
FINAL- ↑ + A



# JUNE

## Special Attacks:

Twin Elbow Twists	↓ ↘ → + A, A
Rising Leg Slice	↓ ↑ + K
Moon Assault Kick	(facing away from opponent) K, K + G
Double Comet Kick	↓ ↙ ← + K, K
North Star Combo	← → + B, K
Ground Kick	↙ + K
Camel Clutch	→ ← + K (when opponent is down, grab legs)
Side Tumble	↓ ↙ ← + K + G
Back Flip	K + G
Heavenly Journey	↓ + A + B (when close to crouching opponent)



**Full name:** June Lin Milliam

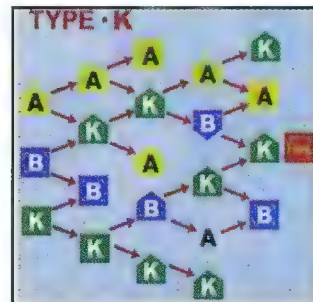
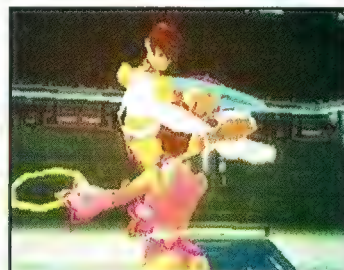
**Age:** 17

**Origin:** England

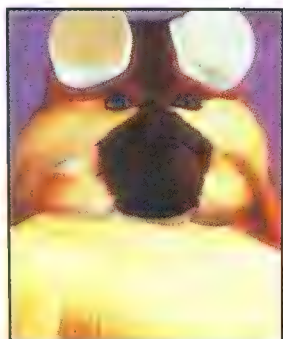
**Weapon:** Plasma Circle

**Strengths:** Overall speed, leg attacks and go-go boots

**Weaknesses:** Weapon power, range and chocolate



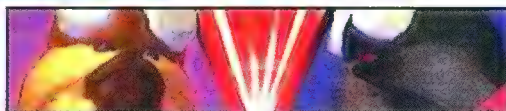
FINAL- ↑ + K



# GAMOF

## Special Attacks:

Gamo Tornado	← → + B, B, B
Gamo Victory	→ + A, A
Gamo Home Run	(in close) ↓ ↘ → + K, B
Gamo ScrewDriver	(in close) → ↘ ↓ ↙ ← + K
Gamo Giant Swing	(in close) → ↘ ↓ ↙ ← + K (from behind opponent)
Gamo Combo	↘ + K, B
Gamo Kick	B + K
Curly Jump	K + G
Head Butt	→ → + K
Roll	↓ ↙ ← + K + G



**Full name:** Gamof Gohgry

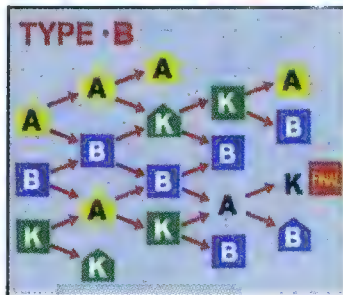
**Age:** 29

**Origin:** Deloza (star/planet)

**Weapon:** Plasma Ax

**Strengths:** Weapon power, brute force and luxurious fur

**Weaknesses:** Overall speed and Chewbacca groupies



FINAL- + ↘ + ↓ + ↙ + ← + A





**Full name:** Saturn Dyer

**Age:** 260

**Origin:** Saturn

**Weapon:** Plasma Yo-Yo

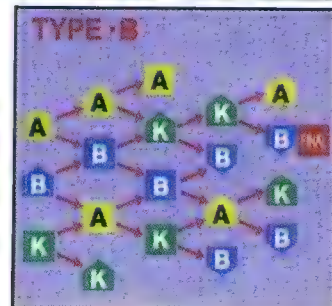
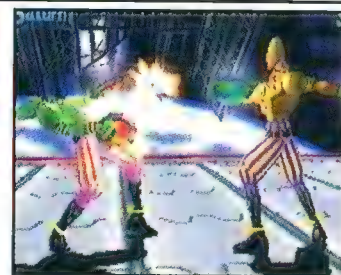
**Strengths:** Unpredictability, range, overall speed and a great set of teeth

**Weaknesses:** Weapon power, defense and horrendous pirate pants

## SATURN

### Special Attacks:

Fire Cracker	← → + K
Top Spin	↓ ↘ → + B
Acrobat Swing	↓ ↙ ← + B, B, B
Saturn Combo	↓ ↘ → + A, A
Tapping Attack	→ + K, A
Side Spin	↓ ↙ ← + G
Forward Shuffle	↓ ↘ → + G





# HEXEN™

MAY CAUSE BRAIN DAMAGE

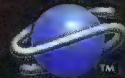
wield lethal weapons.

possess superhuman powers. be a hero —

either a warrior, a mage or a cleric. seek powerful  
artifacts. cast wicked spells. pillage your way  
through earthquakes, crumbling bridges and thick fog  
inflict serious pain. in short, use your head  
before someone else does. hexen. beyond evil.

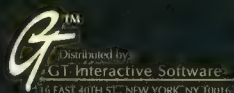
beyond hope. beyond any 3-d game ever created.

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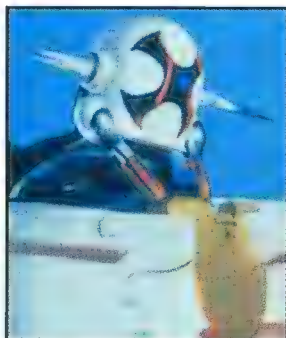
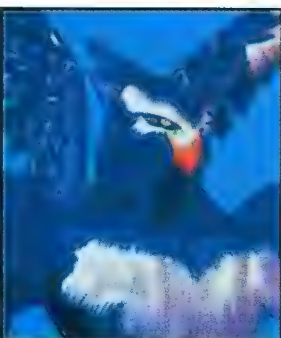


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**FINAL- K****FINAL- K**

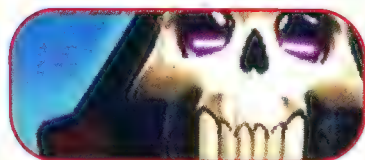
**FINAL-↑+A**





## ATTACK MASTER CHART

	HAYATO	JUNE	GAMOF	SATURN	GERELY	VECTOR	ROMGAL	GORE	ZELKIN
→ + A	•	•	•	•	•	•	•	•	•
(Lift Opponents Up) ↘ + A	•	•	•	•	•	•	•	•	•
↓ + A	•	•	•	•	•	•	•	•	•
↙ + A					•				
← + A					•				•
→ + B	•	•	•	•	•	•	•	•	•
↘ + B	•	•	•	•	•	•	•	•	•
↓ + B	•	•	•	•	•	•	•	•	•
↙ + B	•	•	•	•	•	•	•	•	•
← + B (Spin Opponents Around)	•	•	•	•	•	•	•	•	•
→ + K	•	•	•	•	•	•	•	•	•
↘ + K	•	•	•	•	•	•	•	•	•
↓ + K	•	•	•	•	•	•	•	•	•
↙ + K							•		
← + K			•				•	•	
↖ or ↑ or ↗ + A or B	•	•	•	•	•	•	•	•	•
↖ or ↑ or ↗, A or B	•	•	•	•	•	•	•	•	•
↖ or ↑ or ↗ + K	•	•	•	•	•	•	•	•	•
↖ or ↑ or ↗, K	•	•	•	•	•	•	•	•	•
(throw) A + B	•	•	•	•	•	•	•	•	•
(throw) A + B (from behind)	•	•	•	•	•	•	•	•	•
↑ + A or B (opponent down)	•	•	•	•	•	•	•	•	•
↑ + K (opponent down)	•	•	•	•	•	•	•	•	•
Push + A or B	•	•	•	•	•	•	•	•	•
Push + K	•	•	•	•	•	•	•	•	•
(crouch grab) ↓ + A or B	•	•	•	•	•	•	•	•	•







- This is the second of a three part *Super Mario 64* strategy. We're telling you all we can about this great game, so that's why it's going to take three months.
- Remember that in addition to the six stars that you can find on every level, a seventh star appears when you've collected over 100 coins in that level.
- The two most important moves Mario has are the long jump (Run + Z = Jump) and the Wall Jump where you jump up to a wall and then jump off the wall to gain extra height. Some of the stars shown in this guide cannot be obtained without you mastering these skills.
- At this point in our guide, you should have 70 stars from the courses and at least nine secret stars for a grand total of 79 stars.

# Strategy Guide Part 2

# Toad Talk

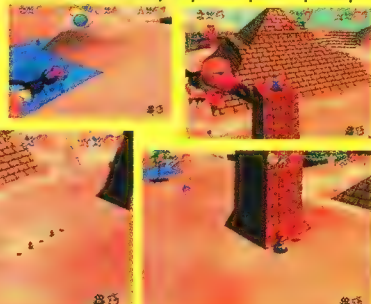


Make sure that you talk to all of the Toads that you find in the game. In addition to giving you valuable hints, three of them will give you a secret star!

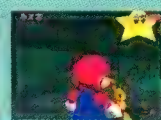
# Hat Steal



In the desert level one of the vultures will swoop down and steal Mario's hat. Without the hat, Mario takes more damage. To get it back, you're going to have to go after the vulture. He'll be flying around one of the four towers that you found. Get to the top of the tower, and time it so the vulture just as he is circling past. You'll be out of his claws, and the big bird will fly down to the ground and search for your hat, too far away so you can pick it up easily.



# Rabbit Catch



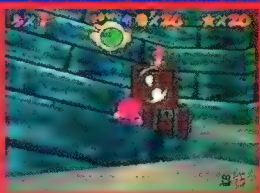
When you go into the basement after you've collected enough stars, you'll find that there's a little rabbit jumping around. Corner him in one of the two dead-ends, and use the run-dive combo (Full Run + B). It might take some time, but once you catch him, he'll give you another secret star. Get over 50 stars, and the rabbit will appear again. Catch him and he'll give you another secret star. The trick here is making sure you make your dive directly at him. If you don't, the little guy will dodge you and you'll have to chase him some more.



# Course 3



Super Mario 64



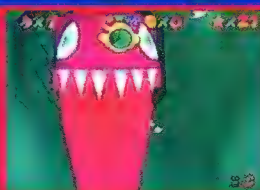
Star 1

Lure the eel out of the ship's hold by running into his head. He'll leave the window open for you to swim inside. Go to the treasure chests and open them in the correct order, releasing the air bubble. This will empty the water from the ship. Climb up to the top of the platforms to where the ? box is. Burst it open and you'll find a star.



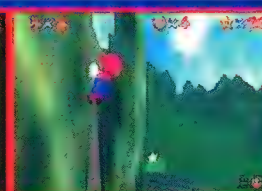
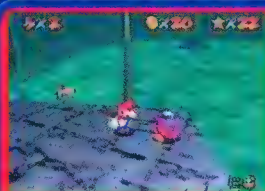
Star 2

Swim through the water tunnel located by the circles of coins at the bottom of the lake. It will lead to a cave filled with air. Watch out for the falling columns, you can avoid them by running. At the end of the cave will be four boxes. Open them in the correct order and a star will appear in the middle of them.



Star 3

The eel will now be located in a hole in the wall of the lake. Lure him out by swimming in front of his face. Make sure you don't get bitten, but stay close enough so that his whole body comes out of the lair. Once you get him to come out, follow him. Notice that there's a star hanging off the end of his tail. Swim up to it and touch the star. If you touch the eel you'll lose life. The eel makes one circle around the level before going back into his lair. If he goes back in, lure him out the same way you did before.



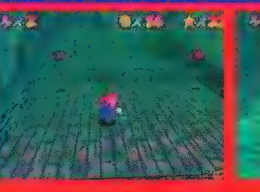
Star 4

Open up the cannon by talking to the pink bomb guy located on the platform to the right of where you start the level. The cannon is located on a little rock formation that's surrounded by water at the beginning of the level. Jump into the cannon and aim just like it's shown in the above picture. Shoot Mario and he'll grab the top of the spike coming out of the water. Move yourself around and you'll see a star on a ledge. Position Mario so that he jumps toward the ledge. Land right and you've got a star.



Star 5

To get the star in the water vent at the bottom of the lake, you'll have to have Metal Mario power. Go to the green box located in the air cave at the bottom of the lake where you got star two. Turn into Metal Mario and run quickly into the water and out into the lake. You won't float and you'll be able to reach the star by walking.



Star 6

Collect all eight red coins. There are five located in clam shells. A sixth on the spiked pole by the pink bomb guy. Two are located on the ship. Use either the cannon to get there, or flip the purple switch to get there with a platform. Then do a backwards jump to the upper deck where the coins are. The star will appear at the other end of the ship.



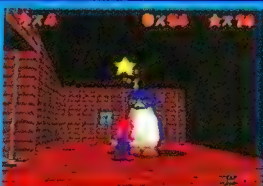
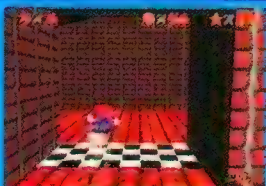


## Star 1



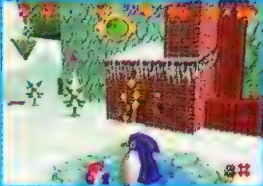
You can get one star by just completing the downhill snow slide that's located in the chimney of the house at the start of the level. You can take it slow if you want by pulling back on the joystick. Be careful near the end of the ice bridge where you can slide off and die. Go outside and you'll find your star.

## Star 2



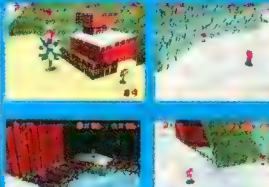
The second coin can be gotten by racing the penguin to the bottom. Gain speed by pressing forward on the joystick. Beat him in the race and once he gets to the bottom he'll talk to you and give you a second star. Don't use any shortcuts to win because he won't give you a star because you cheated.

## Star 3



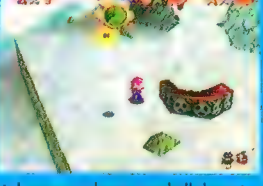
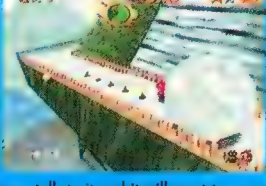
At the top of the level is a little baby penguin walking around. He's lost! To help him, pick him up and take him to his mother at the bottom of the level. You can carry him all the way down, just watch out for enemies that will knock him out of your hands. If you get knocked, you can just pick him up again. Get to the mother at the bottom of the level and she'll give you your third star.

## Star 4



The trickiest of the red coins to find, is the one located on the platform underneath the bridge that you will usually be sliding past on your way to the bottom. To get there, jump over the ledge and you'll slide down a short hill to the level. There is a 1-Up box along with a red coin. The other coins are cinchy to find.

## Star 5



At the top of the level there's a snowball on a platform. Talk to it and it will want to race you to the bottom. Slide down with it and it becomes a huge snowball that wipes out anything in its way. Get to the platform with a snowman's head on it and stand right where the big ball will run into it. A snowman will form giving you a star.

## Star 6



Open up the bomb door by talking to the bomb guy on the floating platform by the gondola ride. Aim where shown and walk around this hidden level. Use backwards jumps to jump up the platforms to the star located at the end of the ice bridge. Be careful that you don't fall off because the bridge is slippery.



# Star 1



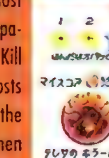
The first star appears once you've killed all the ghosts and gotten there blue coins. Don't forget the two located in the back door of the mansion. With all the coins collected, a humongous ghost appears in the lobby. Kill him by punching his behind. He will shrink with each punch. Three punches and stairs to the second floor will appear with a star.



# Star 2



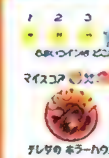
Go to the ghost carousel in the separate little house. Kill all the little ghosts that pop out of the paintings and then kill the big ghost the same way you got the one in the lobby by punching his backside. He will give you your second star.



## Star



In one of the rooms on the second floor, you'll find a corridor leading to a bookcase. There are three books stick out. Push them back in the correct order and the bookcase will slide back revealing a secret passage. If you don't push the books in correctly, a book will shoot out at you from the side, hurting you. Go down the passage and you'll find star number three kicking back on a platform.



# Star 4



In one of the rooms on the second floor, there's a platform that you can stand on. Do a wall jump up to the platform located just out of your regular jump reach (See picture two under Star 6 to see the room). You'll find the attic. Go outside and kill the third giant ghost of the level. A star will appear that's located on the top of the roof. Use a double jump to get to one of the gables and then jump over to the other roof located underneath the star where you'll be able to run up and get it.



# Star 5



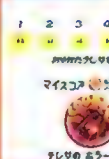
One of the eight red coins is located behind the champing piano. Two are on bookshelves in one room. Two more are located underneath the coffins that pop up when you walk past. The last three are located throughout the house. The star will appear on the left side of the second floor.



# Star



The last coin can only be gotten with See-Through Mario. Go to the blue box on the second level, run out, and do a double jump to the attic. Go through the ghost painting to the big eye. Let the eye focus on you and then run around it. It will explode revealing the last star. Remember you can kill all eyeballs this way.

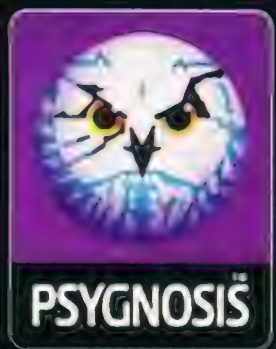






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New WipeOut XL.

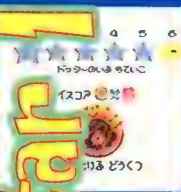






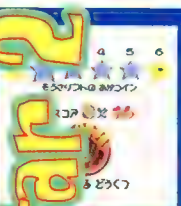
# Course 6

## Star 1



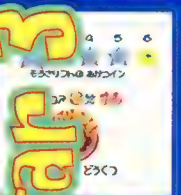
The first star is located on a platform by the door just past where the giant Raiders of the Lost Ark-style rocks are rolling down. Just run past the rocks and go to the right, but don't go in the door. Instead, use the two walls to do wall jumps up to the platform. Practice this skill because it will be important later on in the game. Surprise, there's a star up there!

## Star 2



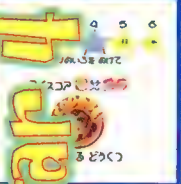
Go out to the lake and get on the Lock Ness Monster guy. Do a butt-slam on his back and the head will go down, letting you walk up to the beast's raggin. From there you can control which way he swims by facing Mario in the direction you want to go. On the island in the middle of the lake you'll find a star.

## Star 3



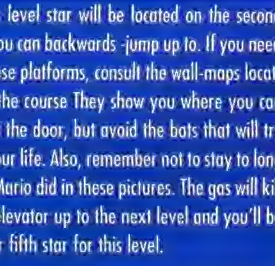
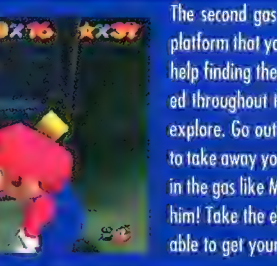
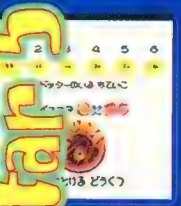
You'll need Metal Mario for this star. Go to the green box by the lake and turn to metal. Follow the path into the water and off to the left. You'll step on a purple switch that opens up the cage that is blocking the door. go inside and use the long jump (Run + Z + Jump) to get across the gaps to get the star.

## Star 4



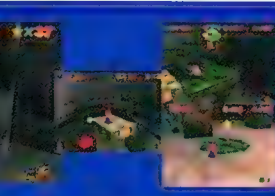
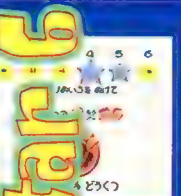
Go into the gas level. You'll see that there are three ledges that you can backwards jump up to. Two of them have doors at the end that lead to stars. This one leads to a cage level. Jump up and keep holding jump to grab onto the cage and carefully climb to the floating platform with the star on it.

## Star 5



The second gas level star will be located on the second platform that you can backwards-jump up to. If you need help finding these platforms, consult the wall-maps located throughout the course. They show you where you can explore. Go out the door, but avoid the bats that will try to take away your life. Also, remember not to stay too long in the gas like Mario did in these pictures. The gas will kill him! Take the elevator up to the next level and you'll be able to get your fifth star for this level.

## Star 6



The eight red coins are located all in a row on the track that's floating above the first main room on this course. Get up there using the stairs located to the right, and then use all of the moving platforms to find the coins. Don't forget the one coin located in the corner of the room on a ledge.



# Course 7



Super Mario 64



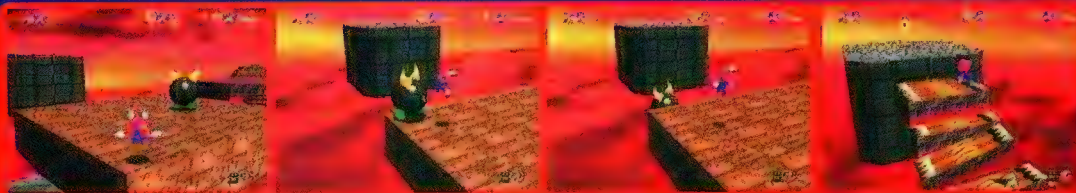
Go to the eyeball near the beginning of the level. Let him focus on you and run around him. He will blow up. Drop down into the hole he was protecting and you'll find a warp to the island with the red box on it. Fly Mario to the corner of the level protected by a fence. Here you'll find your first star.

Star 1



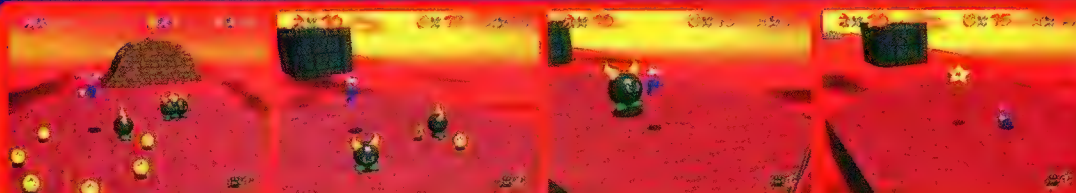
Keep using the warp to get to the red box. The eight red coins are located on a platform where the floor moves causing you to fall into the lava. Fly to the platform and quickly run around collecting the coins, without falling into the lava. The star will appear in the corner of these moving pieces on a platform that is stable.

Star 2



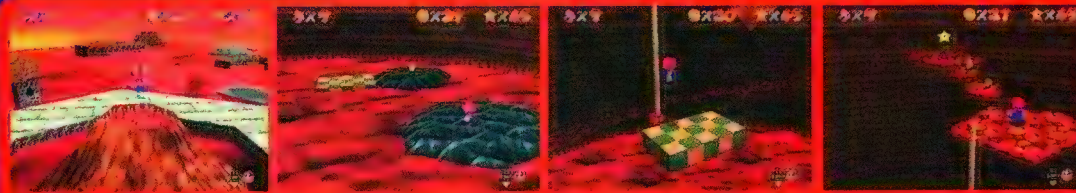
Fly over to the big bomb guy with horns on the far end of the course. Use your jump to push him off of the side. Watch out because he'll be trying to push you into the lava too! With the bomb guy destroyed, a stairs will appear up to the platform with the star on it. Don't lag because the stairs collapse when you step on them.

Star 3



Fly over to the other large platform in the exact opposite corner from where you get the flying hat. There are three little bomb guys up there. Knock them off the platform and another large bomb guy will appear. Get him off and a star will finally appear for you to snatch up.

Star 4



Fly yourself into the volcano for the last two stars. Do this by doing a butt-slam into the volcano's mouth. Inside you'll find that you can go left to a platform that will take you to the top of the level through a series of obstacles. At the top will be the fifth star.

Star 5



Go to the right in the volcano and past all of the obstacles to get star number six. Be careful of the falling wall and the pole transfers. Make sure your jump aim is direct.

Star 6







# Course 8

### Star 1



To get the first star, first a small hole in the sand in the first part of the course. The hole is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star. The star is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star.

### Star 2



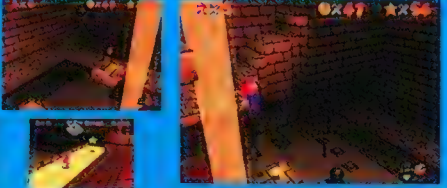
The second star is in the top of the pyramid. To get it, you'll need to use the long jump to get up there. Once you're up there, you'll see the star. The star is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star.

### Star 3



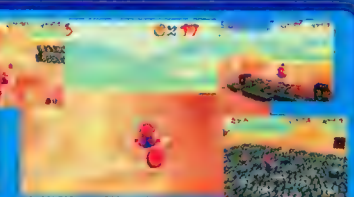
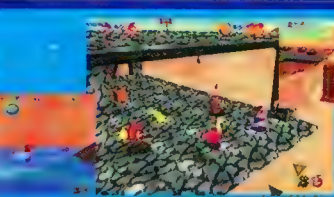
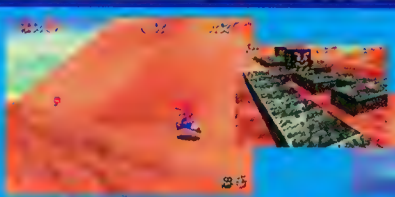
The third star is in the top of the pyramid. To get it, you'll need to use the long jump to get up there. Once you're up there, you'll see the star. The star is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star.

### Star 4



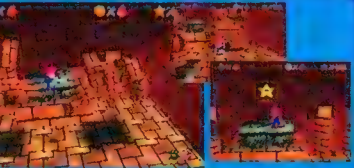
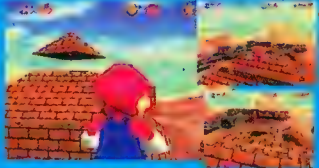
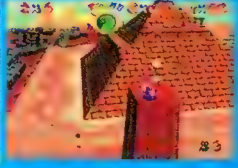
The fourth star is in the top of the pyramid. To get it, you'll need to use the long jump to get up there. Once you're up there, you'll see the star. The star is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star.

### Star 5



The fifth star is in the top of the pyramid. To get it, you'll need to use the long jump to get up there. Once you're up there, you'll see the star. The star is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star.

### Star 6



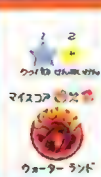
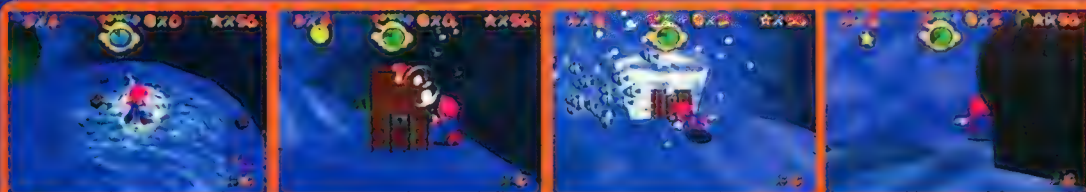
The sixth star is in the top of the pyramid. To get it, you'll need to use the long jump to get up there. Once you're up there, you'll see the star. The star is a bit high, so you'll need to use the long jump to get up there. Once you're up there, you'll see the star.



# Course 9

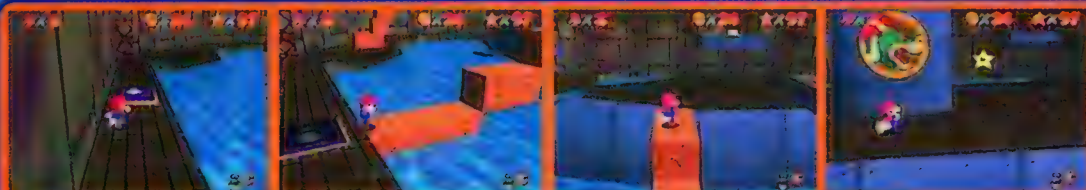


Super Mario 64



**Star 1**

Open up the chests at the bottom of the lake in the correct order to get the first star. Use the air bubble that comes out of the chests that you open correctly to get some breathing action going. Don't get sucked down the whirlpool in the middle. The star appears floating in the water just above and to the right of the last chest opened.



**Star 2**

Go into the submarine room and press the purple switch. A platform will appear that you can use to take you to the star that's hidden on top of the submarine. This same purple switch will help you when the submarine leaves the dock allowing you to get the red coins.



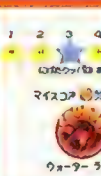
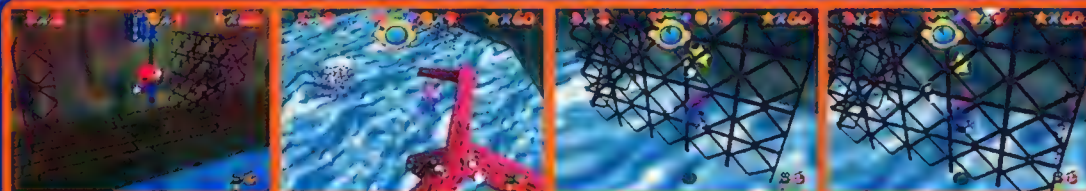
**Star 3**

Follow around the manta ray that has circles coming off its tail. Go through the centers of the circles. Notice that numbers will appear counting off how many you've done in a row. Get five in a row and a star will appear just above the whirlpool. Be careful when you get it that you don't go down the chute.



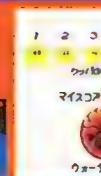
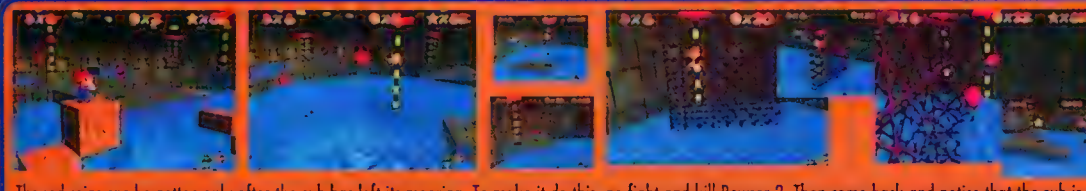
**Star 4**

There's a grate in the submarine room that has circles coming out of it similar to the manta's. Go through five of the hoops and the star appears in the middle of the grate. Go get Metal Mario from the green box and sink down to the bottom to retrieve it from the water chute.



**Star 5**

One of the stars is in a cage on the side of the submarine level. Get See-Through Mario from the blue box and swim down. With See-Through powers, Mario will be able to swim past the cage and get the star.



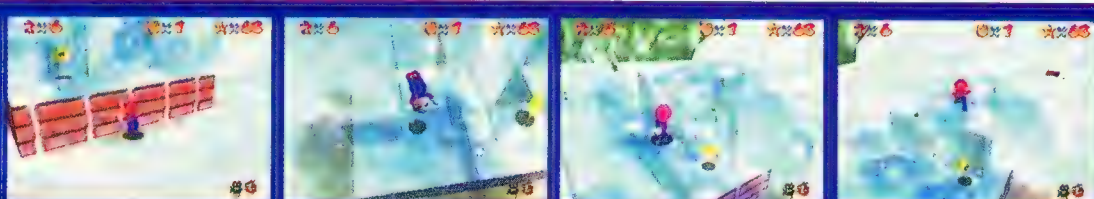
**Star 6**

The red coins can be gotten only after the sub has left its mooring. To make it do this, go fight and kill Bowser 2. Then come back and notice that the sub is gone and you can use the hanging platforms and poles to get all of the red coins. The star will appear on the platform that you can reach with the purple switch.



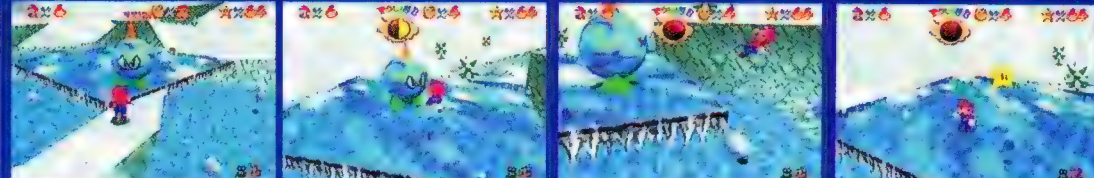
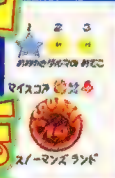


# Star 1



Go to the ice house with the star inside. Go inside and do a backflip up to the hidden ice platform. Then you can jump on to the top of the house. From here you can drop down into the hole that contains the first star.

# Star 2



Fight the big ice ball on the ice platform for star number two. You can knock him off in the same way you knocked off the bomb guys in the volcano course. If you fall off, the water is so cold that it's like the lava and can hurt you. With the ice ball destroyed, you'll get a star.

# Star 3



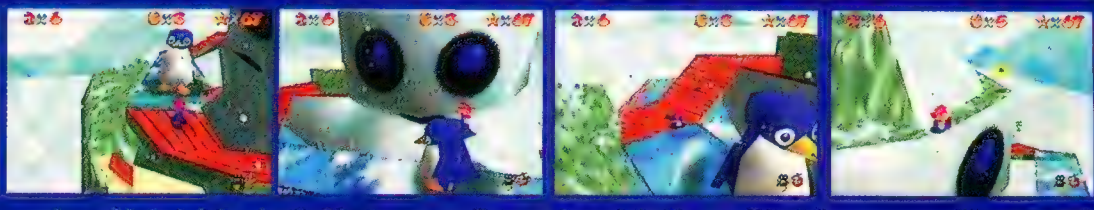
Use the snow guys with propellers on their heads to get a super jump going. Just jump on their heads to kill them and then use the joystick to control your jump. Jump over the platform past the water. Over the wall are two ? boxes. The one on the left has a star in it!

# Star 4



Do another super jump over the wall, but this time, go for the ? box on the right. Inside is a turtle shell that you can use to collect all eight of the red coins. First get the four on the path leading from the ? box that you got the shell. Then get the two located underneath the platform with the iceball on it. The last two are just on the snow.

# Star 5



To get to the star at the top of the level, climb up the side of the giant snowman. To get past the mouth that blows you off the platform, jump on top of the penguin. He'll walk you past the danger. Then just climb to the top of the head you'll have your star.

# Star 6



The last star is tricky because you have to drop down to a hidden platform just past where the penguin walks you past the snowman's mouth. Look down to see an igloo. Drop down and crawl in the entrance. Inside is an ice maze. Find the blue box for See-Through powers and run through the walls. Backflip up to the star.





## See-Through Mario Blue Switch



See-Through Mario's Blue Switch is located in the basement behind the second door to the far right of the level. Swim out to the area with the two platforms in the middle of the water. Butt-slam them down and the water will be let out of the room giving you access to the door. Go outside and find the moat is drained. Drop down the hole at the far end of the moat and you'll be at the Blue Switch level. Complete the level to get See-Through powers and collect all of the red coins for another Secret Star.

## Metal Mario Green Switch



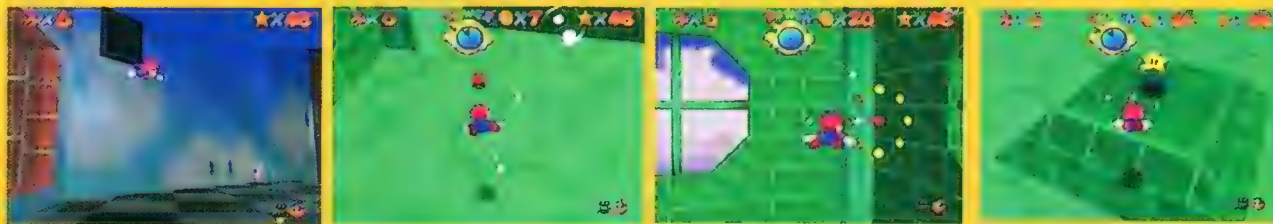
Metal Mario is located in Course 6 with the Loch Ness Monster. Get on the monster and aim yourself towards the platform with the door and the grating in front of it. Go through the door and jump into the shimmering pool. You'll be able to go through the level, hitting the green switch to get Metal Mario powers. To collect the red coins and get the secret star, use the green boxes to turn yourself into Metal Mario. Then drop down into the fast moving stream and reach all of the red coins. The star will also appear in the stream. In case you turn into regular Mario again, the stream will take you outside via the waterfall. Then you have to go all the way back inside to get to this level again.





# Fishbowl Swim Star

In the room that gets you into Course 3, use your back flip to reach the hole in the wall. Inside is another swim level. Collect all eight red stars and you will get yourself another secret star.



# Get In There!

To get in the ghost level, go to the ghost on the left side of the star statue in the back on the grass. Punch him and a carousel will appear that lets you enter Course 5. To get to Course 10, use the Bowser 2 Key.



# BOWSER 2

After you've got 50 stars and grabbed two stars from Course 9, you'll be able to fight Bowser. A chute appears outside of the entrance to Course 9. Collect all eight red coins for a secret star (Wall-jump up to the last coin at the top of the brick structure at the end of the level) and then kill Bowser. This time he can warp and blows fire. Grab his tail and throw him into a black bomb to kill him.





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## TIPS & TRICKS







# TO POKE? — OR TO BLUDGEON & DISEMBOWEL.

SOME FARMER WITH A STICK  
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## Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

## MORTAL KOMBAT II

### Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.

### Secret Introduction

Hold the L and R buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.

Note: Each of the following special codes must be entered quickly at the character-select screen.

### Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press Down, Up, Right, Up, Left+SELECT at the character-select screen.

### 30 Credits

Quickly press Left, Up, Right, Down, Left+SELECT at the character-select screen. Repeat whenever necessary to refill your credits.

### Extra Fatality Time

Quickly press Up, Up, Left, Up, Down+SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

### Go Directly to Shao Kahn

Quickly press Right, Up, Up, Right, Left+SELECT at the character-select screen.

### Go Directly to Kintaro

Quickly press Up, Down, Down, Right, Right+SELECT at the character-select screen.

### Go Directly to Smoke

Quickly press Up, Left, Up, Up, Right+SELECT at the character-select screen.

### Go Directly to Jade

Quickly press Up, Down, Down, Left, Right+SELECT at the character-select screen.

### Go Directly to Noob Saibot

Quickly press Left, Up, Down, Down, Right+SELECT at the character-select screen.

### Disable Throws

Immediately after choosing your characters in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

## MORTAL KOMBAT II

### Play as Smoke

At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons and hold Right and B. When the words "There is no knowledge that is not power" appear, release the buttons and hold X and Y. Continue to hold the buttons until the MK3 logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.

### Tournament Mode

At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all eight characters.

### Sound Test

At the main menu, press A, Y, B, X. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

### "Kool Stuff" Menu

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

### "Kooler Stuff" Menu

At the main menu, press SELECT, A, B, Right,

Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

### "Scott's Stuff" Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

## NBA-GIVE'N GO

### Super Difficulty Level

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

## NBA-JAM

### Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below.

Bill Clinton: Enter AR, highlight K, hold START and L and press X.

Al Gore: Enter NE, highlight T, hold L and R and press A.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and R and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold START and L and press A.

### Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A, then press and hold B and X until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press A four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press A 13 times, then press and hold A, B and Y until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, Y and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

## NBA-JAM-TOURNAMENT EDITION

### Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

### Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Left, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Left, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down,

## Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

## NFL QUANTERBACK CLUB

### Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: Up, Down, X, Y, Left, Up, B, A, Down, Y.

All-Pro teams: B, Up, Left, A, X, Right, Up, B.

Acclaim/Iguana teams: Y, A, X, Y, Down, B, Left, Y, Up, Right.

## PAC-MAN 2: THE NEW ADVENTURES

### Play the Original Pac-Man

Enter the password PCMNPDW.

### Play Ms. Pac-Man

Enter the password MSPCMND.

### Play the Mine Cart Levels

Enter the password FFTDB2W.

### Sound Test

Enter BGMQRST.

### Time Trial

Enter TRLMDPW.

### Pattern Test

Enter PCMNPTT.

## PHANTOM 2000

### Chapter 2 Password

JVH9TWGZTLDG

GGB8LNDGCF7FW

KBGDY79KHYYQQ

5NCZ22B9FDD4

### Chapter 3 Password

DVH1Y1G97LDF

8JBXQ6CHH2FW

KBGDY79QJYS8

5N1Z411P-7Y?

### Chapter 4 Password

BBJM51PB3KXF

8J8DJ71HN3YW

KBGDY917JYS8

5M1746FV23QT

### Chapter 5 Password

JGBH3PH8LXF

8X8DJ711J6DW

KCCDY1W3JYS7

5M276VCTK545

### Chapter 6 Password

JBBH33PNH5WF

8X7DJ71JB2JT

YCCDY1X3JYS7

5M29ZD2-RNW6

### Chapter 7 Password

JDB195P56SYF

8X9WJ71HH9JQ

2CQDYHT4GZ57

5C29VJMRHWJK

## PREHISTORIK MAN

### Stage Skip/Stage Select

At the Option menu, highlight "Exit", hold L and press START to return to the title screen. Next, highlight "Game Start", hold the R button and press START. With this code in place, you can skip to the end of the current stage at any time if you press and hold the SELECT button. To bring up a stage-select menu, just press the START button to pause, then hit SELECT.

## PRIMAL RAGE

### Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Right, A. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

## ROCKY'S MODERN LIFE

### SPUNKY'S DANGEROUS DAY

### Easy Level Passwords

Level 2: COMICS

Level 3: MELBA

Level 4: HIPPO

### Hard Level Passwords

Level 2: BLAZE2

Level 3: O-TOWN

Level 4: GRIPES

## SAMURAI SHODOWN

### Play as Amakusa

At the Takara logo, press A, Y, X, B. Now select the "2 Player" game; at the character select screen, hold L and R and Amakusa will appear. Press START and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

## SINK OR SWIM

### Passwords

Stage 5—CRUMBS

Stage 10—JUMPED

Stage 15—JIGSAW

Stage 20—WARSAW

Stage 25—BANANA

Stage 30—OYSTER

Stage 35—TENNIS

Stage 40—ISLAND

Stage 45—CRATER

Stage 50—DENNIS

Stage 55—PADDLE

Stage 60—FATMAN

Stage 65—SUMMER

Stage 70—CLOUDS

Stage 75—KEBABS

Stage 80—LIZARD

Stage 85—SILVER

Stage 90—BRIDGE

Stage 95—RECORD

## SPAWN

### Passwords

Stage 2—D9963D1D

Stage 3—4H253DGF

Stage 4—4CC138CF

Stage 5—OCAF458H

Stage 6—D31551FG

Stage 7—O8F596F

Stage 8—D8D9B4H

## SPIDER-MAN

### Level Select

After Spidey swings in and lands on the building on the title screen, press Y, A, X, B, A, Right, Left.

## STREET FIGHTER II

### Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press Down, R, Up, L, Y, B. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

### Character Vs. Same Character/Same Color

Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press START on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press START on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.

### Remove Energy Bars

Select "Option Mode" from the main menu and simply press START to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

## STREET FIGHTER II TURBO

### Disable Special Moves—Player One

Press Down, R, Up, L, Y, B while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

### Extra Turbo Speed

Press Down, R, Up, L, Y, B on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyper-speed settings in the game's "Turbo" mode.

### Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press Down, R, Up, L, Y, B on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.









## THE ADVENTURES OF BATMAN &amp; ROBIN

## Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C** ("BAD BAD LUC").

## AERO THE ACRO-BAT

## Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

## Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

## ALADDIN

## Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

## Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

## ALIEN 3

## Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause.

## ALTERED BEAST

## Continue

When you run out of lives and the game ends, wait for the title screen to appear, hold the **A** button and press **START** to continue at the stage where you died.

## Beast Select

At the title screen, point the D-pad in the **Down/Left** position, hold **A + B + C** and press **START**. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.

## Stage Select + Cheat Menu

At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

## Sound Test

At the title screen, point the D-pad in the **Up/Right** position, hold **A + C** and press **START**.

## ARROW FLASH

## Invincibility

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

## BATTLETECH

## Passwords

Level 2: STJNNN  
Level 3: GRBCHV  
Level 4: BMYLND  
Level 5: BBMRMN  
Infinite Ammo: BRN521

## BATTLETOADS/DOUBLE DRAGON

## Secret Warp

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

## BEAVIS AND BUTT-HEAD

## Password

GWAR tickets: X B N E j J D I - x s V p G D

## BIO-HAZARD BATTLE

## Stage Select

As soon as the Sega logo appears, press and hold **C**. At the title screen, while still holding **C**, make a full clockwise circle on the D-pad, starting and ending at the **Up** position. You'll hear a sound that indicates the cheat was activated.

Press **START** to get the level-select menu.

## BUBSY II

## Cheat Codes

Each of these cheats can be entered at the title screen.

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

## CASTLEVANIA: BLOODLINES

## Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

## COLLEGE SLAM

## Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

## Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: **↑ → ↘ ↓ ↙ ← ↑ → ↘ ↓ ↙ ← ↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

## COMIX ZONE

## Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11. Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.

## Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**: 14, 15, 18, 5, 13, 1, 3, 18, 15, 6. Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:

1—Episode 1, Part 1

2—Episode 1, Part 2

3—Episode 2, Part 1

4—Episode 2, Part 2

5—Episode 3, Part 1

6—Episode 3, Part 2

Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.

## Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

## CRUE BALL

## Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume"). Now you can also enter a sound test by pressing **A, B** and **C** together.

## CYBORG JUSTICE

## Secret Oblation Screen

Press **START** to pause the game, then very quickly press **C, B, C, C, A, C, B**.

## DRAGON'S FURY

## Cheat Password

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three.

## Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the

number at the end of this password to any number from "00" to "04" for one of five different tunes.

## Start With 99 Balls and 13 Million Points

Enter the password "UFELFO787L".

## EARTHWORM JIM

## Weapon Power-Up (once per level)

Pause the game and press **A, B, B, B, C, A, C, C, Energy Refill (once per level)**

Pause the game and press **A, C, C, A, B, B, A, C, Skip to Level 2**

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A**

## David Perry's Private Cheat Mode

With the game paused, press **A+Left, B, B, A, A+Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

## Plasma Recharge

Pause the game and press **C+Down, A, B, C, A, B, A, C**. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

## Extra Continue

Pause the game and press **A, B+Left, A, B, A, B, C, A**. Jim will say "Cheater! Plasma!" Unpause the game for an extra end-of-game continue. You can only do this once.

## Extra Jim

Pause the game and press **B+Up, B, A, C, A, A, A, A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

## EARTHWORM JIM 2

## Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused: **A, C, C, A, B, A, B, Left**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item.

## Secret Move

To trigger the Manta shield, just press **Up+A+B**. This move makes Jim invincible for a few seconds.

## Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

## Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.

• The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

• The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

Bright "Pause" Screen—**A, A, A, B, B, B, B, Warp to End of Current Level—A, B, B, A, C, B, B, Right**

Warp to End of Game—**C, A, C, A, B, A, A, Up** Invincibility—**A, A, A, Left, Right, Right, Left** Map View Mode—**A, C, B, A, A, B, Up**

Energy Refill—**A, B, C, A, B, C, A, A** Ammo Refill—**C, B, A, C, B, A, A** Extra Life—**A, B, C, C, A, A, B**

Extra Continue—**A, A, C, C, B, A, Left, Right** 10 Extra Meal Worms—**C, A, B, A, B, A, C, A** 81 Meal Worms—**A, B, C, C, B, A, B, B**

Mega Plasma Gun—**C, C, C, A, A, A, C** 3 Finger Gun—**C, C, C, A, A, A, C** Homing Missiles—**C, C, C, A, A, B, A**

Barn Blaster—**C, C, C, A, A, B, C** Bubble Gun—**C, C, C, A, A, B, B** Bomb Teleport—**C, A, B, C, A, B, Up, Down**

## ECCO THE DOLPHIN

## Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Invincibility

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

## ESPN NATIONAL HOCKEY NIGHT

## Extra Teams

Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

## Brutal Menu

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

## Pong

The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

## Octopong

**A, C, B, Up, Right, Up** adds some variation to the simple Pong code, by turning the Octopus into a puck.

## FLASHBACK

## Walk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

## GARGOYLES

## Secret Messages

Pause the game at any time and press **A, B, Right, A, C, A**, then press **START** to unpause. You'll get a secret message from the creators of Gargoyles. If you pause the game and press **A, B, Right, A, C, A, Down, A**, then press **START** to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:

- Press **START** to pause
- Press **A** to change the configuration of the spheres
- Hold **Up** to move the spheres closer together
- Hold **Down** to move the spheres farther apart
- Hold **A** and hold **Left** or **Right** to flip the spheres horizontally
- Hold **B** and hold **Left** or **Right** to flip the spheres vertically
- Hold **C** and hold **Left** or **Right** to rotate the spheres

To get out of either "message" screen, hold **A + B + C** and press **START**.

## Refill Energy

Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B**, then press **START** to unpause; you'll hear "Sega!" and your energy meter will be refilled.

## Fireball Trick

Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right**, then press **START** to unpause; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing the **A** button.

## Stage Skip

Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right, A**; you'll hear "Sega!" and you'll immediately skip to the next stage.

## JAMES POND II—CODENAME: ROBOCOD

## Invincibility

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that makes you invincible.

## Power-Up Code

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

## Infinite Lives

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

## Cheat Menu

At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.



**THE JUNGLE BOOK****Extra Stuff/Warps**

Each of these codes must be entered while the game is paused.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.

To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.

To reset the timer so that you only have 10 seconds left, press **A, B, A, A, B, A, B, A**.

Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset; when you restart, all of the characters will be upside down.

Start next to Baloo by pressing **B, A, L, U, U**.

Start next to Kaa by pressing **C, A, A, B, C, A, A**.

Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press **B, A, B, B, A, A, B, A, B, A, A, B, B, A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.

To start next to King Louie, press **Left, Up, A, Left, Up, A**.

To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.

**Debug Menu**

On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

**JURASSIC PARK****Super Cheat Mode**

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the **D**-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

**Password Trick**

Use the following password formula to start on any stage:

**JP\_0\_AWK**

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

**Stage-Select/Sound Test Menu**

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<" or ">"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

**JUNGLE STRIKE****Super Cheat Passwords**

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT7456KB—Campaign 2  
9WT7NL6MHBV—Campaign 3  
X7NL4SHPG94—Campaign 4  
VL456MGZVH—Campaign 5  
W56MHPZJFTZ—Campaign 6  
TMHPGCFDYN3—Campaign 7  
7PGCZJYK34X—Campaign 8  
NCJFD3BR67—Campaign 9

**THE LAWNMOWER MAN****Cheat Code**

On any of the platform levels, press **START** to pause the game, then press **Up, Right, A, B, A**.

**Down, Left, A, Down**. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press **B**. To access a cheat menu—with invincibility, multiplier and stage-select options—press **C**. With the code in place, you can use these cheats on any stage, not just the platform levels.

**LIGHTENING FORCE****99 Ships**

When "Press Start" appears on the title screen, press **A** and **START** together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

**Full Power**

Pause the game during play and enter the following code: **Up, Right, A, Down, Right, A, C, Left, Up, B**, and **Up**. Press **START** and all weapons will be available to you.

**MADDEN NFL '96****Secret Teams**

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the **A, B** and **C** buttons.

AABBBB—'80 Atlanta Falcons

AABCCB—'70 Baltimore Colts

AACAAA—'68 Baltimore Colts

AACABA—'64 Baltimore Colts

AACBBB—'65 Cleveland Browns

AACBCC—'93 Buffalo Bills

ABAAAA—'92 Buffalo Bills

ABAAAC—'91 Buffalo Bills

ABABBB—'90 Buffalo Bills

ABACAA—'73 Buffalo Bills

ABACCC—'85 Chicago Bears

ABBCAB—'77 Chicago Bears

ABBBBA—'66 Chicago Bears

ABBCBC—'63 Chicago Bears

ABCCCB—'88 Cincinnati Bengals

ABACAA—'81 Cincinnati Bengals

ABCBAC—'93 Dallas Cowboys

ABCCBB—'92 Dallas Cowboys

ABCCCA—'78 Dallas Cowboys

ACAABCC—'77 Dallas Cowboys

ACABBB—'75 Dallas Cowboys

ACACABA—'71 Dallas Cowboys

ACACBC—'70 Dallas Cowboys

ACBABC—'89 Denver Broncos

ACBBBA—'87 Denver Broncos

ACBACA—'77 Denver Broncos

ACBCBB—'62 Detroit Lions

ACBACA—'67 Green Bay Packers

ACBACC—'66 Green Bay Packers

ACCAAB—'80 Houston Oilers

ACCCBA—'69 Kansas City Chiefs

BAAABBC—'66 Kansas City Chiefs

BAABBC—'62 Dallas Texans

BAACAA—'90 Los Angeles Raiders

BAACCA—'83 Los Angeles Raiders

BABABB—'80 Oakland Raiders

BABBACA—'76 Oakland Raiders

BABBCC—'67 Oakland Raiders

BABCCB—'91 Los Angeles Rams

BACABBA—'84 Los Angeles Rams

BACBABC—'79 Los Angeles Rams

BACBCC—'68 Los Angeles Rams

BACCAA—'84 Miami Dolphins

BBAABAC—'82 Miami Dolphins

BBABABB—'73 Miami Dolphins

BBABCA—'72 Miami Dolphins

BBABCC—'71 Miami Dolphins

BBBABAB—'76 Minnesota Vikings

BBBABABA—'74 Minnesota Vikings

BBBBCB—'73 Minnesota Vikings

BBBCBB—'69 Minnesota Vikings

BBCABAA—'85 New England Patriots

BBCBAA—'76 New England Patriots

BBBCBB—'79 New Orleans Saints

BBCBBA—'90 New York Giants

BCAAACC—'86 New York Giants

BCABAAB—'70 New York Giants

BCABCB—'68 New York Jets

BCACBB—'80 Philadelphia Eagles

BCBAACB—'60 Philadelphia Eagles

BCBBAAB—'79 Pittsburgh Steelers

BCBBAC—'78 Pittsburgh Steelers

BCBBBB—'75 Pittsburgh Steelers

BCCAACA—'74 Pittsburgh Steelers

BCCACCC—'75 St. Louis Cardinals  
BCCBCAB—'94 San Diego Chargers  
BCCCBBA—'81 San Diego Chargers  
AAAAAB—'66 San Diego Chargers  
AAACCB—'63 San Diego Chargers  
CAABCA—'94 San Francisco 49ers  
CAACBA—'89 San Francisco 49ers  
CABAAB—'88 San Francisco 49ers  
CABACA—'84 San Francisco 49ers  
CABBCC—'81 San Francisco 49ers  
CABCBAB—'78 Seattle Seahawks  
CACAABA—'79 Tampa Bay Buccaneers  
CACACBA—'91 Washington Redskins  
CACBCC—'87 Washington Redskins  
CACBAA—'83 Washington Redskins  
CBAAAA—'82 Washington Redskins  
CBAAACB—'72 Washington Redskins  
CBABBC—Hall of Fame I  
CBACAC—Hall of Fame I  
CBAAAB—'95 All-Madden  
CBACBA—'95 AFC Pro Bowl  
CBBBBC—'95 NFC Pro Bowl  
CBBCAB—'95 Amsterdam Admirals  
CBCAAAA—'95 Barcelona Dragons  
CBACAC—'95 Frankfurt Galaxy  
CBCCBB—'95 London Monarchs  
CBCCACA—'95 Rhein Fire  
CBCCCC—'96 Scotland Claymores  
CCAACB—'95 EA Sports Team Madden  
CCABBA—All '50s  
CCACAB—All '60s  
CCACCB—All '70s  
CCBACA—NFL Players Association I  
CCBBAC—NFL Players Association II  
CCBCCB—NFL Players Association III  
CCBCCA—NFL Players Association IV

**MICKY MANIA****Stage Select**

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think...". Now highlight the EXIT option and hold the **D**-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

**MIGHT & MAGIC****GATES TO ANOTHER WORLD****Secret Cheat**

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left, A** and **C**, then release all three buttons at once. When the character menus come up, press **Left** repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily.

**MORTAL KOMBAT****Fatalities**

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down  
Johnny Cage—Forward, Forward, Forward, A  
Kano—Back, Back, A

Rayden—Forward, Back, Back, Back, A  
Sub-Zero—Forward, Down, Forward, A  
Sonya—Forward, Forward, Back, Back, **START** (Block)

Scorpion—Up, Up (easier if you hold Block)

**Secret Boss**

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

**Arcade Mode**

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A, B, A, C, A, B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all

fatalities and blood effects intact.

**Super Cheat Code**

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down, Up, Left, Left, A, Right, Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the **A** button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

**MORTAL KOMBAT II****Test Modes**

At the options menu, highlight "DONE!" and press **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

**Fergality**

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away, Away, Away, Block**. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

**MORTAL KOMBAT 3****Play as Smoke**

When the MK3 logo appears at the beginning of the game and you hear a gong, press **A, B, B, A, Down, A, B, A, Down, Up, Up**. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

**Endurance Mode**

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the **D**-pad to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

**Secret Cheat Menus**

At the main menu, press **A, C, Up, B, Up, B, A**,



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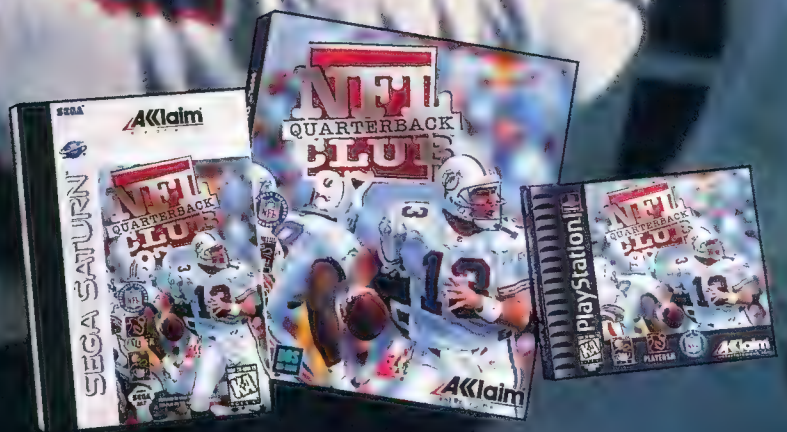
**WEATHER AFFECTS GAMEPLAY**

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**Down.** A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game. "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc., with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

#### NBA JAM

##### Special Guest Players

To access hidden characters, enter your initials as follows.  
Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.  
Al Gore: Enter **NE**, highlight **T**, hold **START** and press **B**.

Warren Moon: Enter **UW**, highlight **■** (the space character), hold **START** and press **A**.  
George "P-Funk" Clinton: Enter **DI**, highlight **S**, hold **START** and press **C**.

##### Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press and hold **A, B** and **Down** until the tip-off.

"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B, C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

#### NBA JAM TOURNAMENT EDITION

##### Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight **"G"**, press **A**; highlight **"O"**, hold **START** and press **B**; highlight **"R"**, hold **START** and press **B**.

Benny (team mascot): Highlight **"B"**, hold **START** and press **B**; highlight **"N"**, press **A**; highlight **"Y"**, hold **START** and press **C**.

Hugo (team mascot): Highlight **"H"**, press **A**; highlight **"G"**, hold **START** and press **C**; highlight **"O"**, hold **START** and press **A**.

Crunch (team mascot): Highlight **"C"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **B**; highlight **"N"**, press **A**.

Bill Clinton: Highlight **"C"**, hold **START** and press **A**; highlight **"I"**, press **A**; highlight **"C"**, hold **START** and press **B**.

Hilary Clinton: Highlight **"H"**, press **A**; highlight **"C"**, hold **START** and press **B**; highlight **"■"** (the space character), press **A**.

Prince Charles: Highlight **"R"**, hold **START** and press **B**; highlight **"O"**, hold **START** and press **A**; highlight **"Y"**, press **A**.

Heavy D: Highlight **"H"**, hold **START** and press **A**; highlight **"V"**, press **A**; highlight **"Y"**, hold **START** and press **B**.

Jazzy Jeff: Highlight **"J"**, hold **START** and press **C**; highlight **"A"**, hold **START** and press **A**; highlight **"Z"**, hold **START** and press **A**.

Fresh Prince: Highlight **"W"**, hold **START** and press **C**; highlight **"I"**, hold **START** and press **B**; highlight **"L"**, press **A**.

Larry Bird: Highlight **"B"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**; highlight **"D"**, hold **START** and press **A**.

Frank Thomas: Highlight **"S"**, hold **START** and press **B**; highlight **"O"**, press **A**; highlight **"X"**, hold **START** and press **A**.

Randall Cunningham: Highlight **"P"**, press **A**; highlight **"H"**, hold **START** and press **A**; highlight **"I"**, hold **START** and press **C**.

Mike D: Highlight **"M"**, hold **START** and press **C**; highlight **"K"**, press **A**; highlight **"D"**, hold **START** and press **C**.

AdRock: Highlight **"A"**, press **A**; highlight **"D"**, hold **START** and press **C**; highlight **"R"**, hold **START** and press **B**.

MCA: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"A"**, press **A**.

##### Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right, Max. Power: Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, A, B**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

#### NBA LIVE '95

##### NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in **"REFLOG."** (That's **GOLFER** spelled backwards.) You'll get a playable demo of a golf game.

#### NHL '95

##### 30-Second Periods

When the Controller Configuration screen comes up, hold **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose **Abort Game**. This will bring you back to the main menu. The Period Length will now say 30 seconds.

#### OUTRUN

##### Cheat Menu

At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ????

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 4 and 8.

Mode 13: Combines the effects of Modes 1, 4 and 8.

Mode 14: Combines the effects of Modes 2, 4 and 8.

Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

#### PAC-MAN 2: THE NEW ADVENTURES

##### Original Pac-Man and Pac Jr.

Enter the code **PCMNORG** at the password screen to play the original Pac-Man.

Enter the code **PCJRDPW** at the password screen to play Pac Jr.

##### Sound Test

Enter **SO\*NDTP**.

##### Pattern Test

Enter **P\*TT\*RN**.

##### Time Trial

Enter **TR\*\*LMP** for the Time Trial.

(Note: \* represents the Pac-Man symbol.)

#### PITFALL: THE MAYAN ADVENTURE

##### Stage Select

At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's **BRAD RUB LAURA U**). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

##### Nine Lives

At the title screen, press **Right, A, Down, B, Right, A, Up, Down**.

##### 99 Weapons Power-Up

At the title screen, press **Right, A, Down, B, Right, A, Up, Down**.

##### Go to the ABC Simon Game

At the title screen, press **B, A, Down, C, Right, A, B** (BAD CRAB).

##### Direct to 2600 Pitfall!

At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

#### RED ZONE

##### Mission Passwords + Invincibility

Mission 1: **BAABAACBCBA**

Mission 2: **ABBBABCBBC**

Mission 3: **BAABAACBCBA**

Mission 4: **ABBBABCBAC**

Mission 5: **BAACAABAACA**

Mission 6: **ABBCAACCC**

Mission 7: **BAACAABAABA**

Mission 8: **ABBCAACBC**

##### Secret Asteroids Game

Enter the password **ABCACACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

#### RINGS OF POWER

##### Nude Code

Hold **A, B, C, START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

#### RISTAR

##### Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode

DOFEEL—Practice Bonus Rounds

ILOVEU—Stage Select

SUPER—"Super" difficulty level appears at the option screen

MAGURO—Adds a freaky new option to the sound test menu

XXXXXX—Cancel all passwords

#### ROAD RASH II

##### Secret Bike

At the title screen, hold **Up+A+C** and press **START**. Now you can choose the secret bike, the Wild Thing 2000.

#### ROBOCOP VS. THE TERMINATOR

##### MA-17 Code

Press **C, B, A, B, B, A, B, B, C, B, C, B, B, C, B, C, A, C, C, A, A, B, B, B, A, C, A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

##### 54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and

earn 54 lives.

##### Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

##### "TurboCop" Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

##### Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

##### Drop Through the Floor

Pause the game and press **A, B, C, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

#### SHINING FORCE II

##### Configuration Mode

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.

- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.

- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.

- Game Completed: This option will modify your adventure as if you've already beaten the game once.

#### SHINOBII: RETURN OF THE NINJA MASTER

##### Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

##### Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBII WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

#### SONIC THE HEDGEHOG

##### Stage Select

At the title screen, press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

#### SONIC THE HEDGEHOG 2

##### Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, hold **A** and press **START** at the title screen.

##### Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

#### SONIC THE HEDGEHOG 3

##### Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before





it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working *Sonic 3* levels at the stage-select menu, hold the A button and press **START**. While you're in the game, use the B button to access the Debug feature. Hit A to scroll through all of the Debug items and C to place them.

#### SONIC & KNUCKLES

##### Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels.

#### SPIDER-MAN (VS. THE KINGPIN)

##### Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold **START** on Controller 2, then press and hold **A, B** and **C** on Controller 1. While holding those buttons down, point the D-pad on Controller 1 **Up**, then diagonally in the **Up/Right** position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press **START** to pause, then press **A** to refill your web fluid, **B** to refill your health meter, **C** for five seconds of invincibility or **A+B+C** to warp to the end of the current stage.

#### STREET FIGHTER II: SPECIAL CHAMPION EDITION

##### Six and Three-Button Cheats

**SIX-BUTTON CODE:** **Down, Z, Up, X, A, Y, B, C**  
**THREE-BUTTON CODE:** **Down, C, Up, A, A, B, B, C**

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

#### STREETS OF RAGE 2

##### Play Same Character

At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller 2, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

#### SUNSET RIDERS

##### 99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "OE", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

#### T2: THE ARCADE GAME

##### Level Select

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, and Right**. You'll hear "excellent." When you start to play, press **START** to pause the game, then simultaneously press **B** and **C** to skip that stage.

##### Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

#### TAZ IN ESCAPE FROM MARS

##### Cheat Menu

When the Sega logo appears, press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

#### TAZ-MANIA

##### Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpauses. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current

stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

#### THUNDER FORCE III

##### All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpauses the game.

#### TOMMY LASORDA BASEBALL

##### Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

#### TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

##### Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

##### Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

##### To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

##### Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

##### Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

##### All The Moves

Enter the password **MRBUCKEY**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

##### Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

##### Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

##### Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

#### TOY STORY

##### Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

##### Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS **START**" are flashing; then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

#### T-RANTS

##### Hidden Sinistar Game

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

#### URBAN STRIKE

##### Passwords

Baja Oil Rigs: **CNHLGBR4N8F**

Inside Main Oil Rig: **ZLGBWD3PFZD**

Mexico: **BWDR6MIYNM**

San Francisco: **NDR63P7VZLT**

Alcatraz: **H63PMJT4SYL**

New York: **LPMJ7V5XFZR**

Las Vegas: **GJ7VT4FKYNNM**

Casino: **BVT45XYCZLT**

Vegas Underground: **WR63PMT4SYL**

##### Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password **YC29NHLGBT7**.

To begin the game in Mexico with 16 lives, enter the password **9G6T9BR6S3V**.

#### VECTORMAN

##### Hidden Game & Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

##### Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

##### Cheat Codes

*Vectorman* has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpauses. Try the following codes while the game is paused for different effects:

**ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)**—Refill your energy counter at any time.

**BALL or BALD (B, A, Left, Left or B, A, Left, Down)**—See the programmers' debugging coordinates.

**ABACABB (A, B, A, C, A, B)**—Five dots will appear around Vectorman and follow him wherever he goes.

**DRACULA (Down, Right, A, C, Up, Left, A)**—When you get hit, the game will slow down in order to help you to recover safely.

**CALL A CAB (C, A, Left, Left, A, C, A, B)**—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the **CALL A CAB** code again.

##### Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

#### VIRTUA RACING

##### Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

#### WOLVERINE: ADAMANTIUM RAGE

##### Passwords

Level 2: **MARIKO**

Level 3: **SILVER FOX**

Level 4: **DEPARTMENT H**

Level 5: **MADRIPOOR**

Level 6: **ASANO**

Level 7: **THE HUDSONS**

#### X-BAND GAME MODEM

##### Hidden Maze Game

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you

sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBAND menu (Challenge/Player List/Mail-box/etc.)

##### Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen:

Expand and contract—**Up, Down, Up, Up, Down, Left, Up**

Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right**

##### Sound Test

Press **Up, Up, Left, Right, Left, Right, Up** at the main XBAND menu.

##### Hidden "Fish Pong" Game

Press **Up, Up, Up, Up, Right, B** at the main XBAND menu.

#### X-MEN

##### Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

##### Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

#### X-MEN 2: CLONE WARS

##### 99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

##### Level Skip

Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down**, then simultaneously press **Right** and **C**.

##### New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press **Right** and **C**. Pause the game and simultaneously press **Left** and **C**.

##### Invincibility

Pause the game. Simultaneously press **Up** and **B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up** and **B** again.

#### ZOO!

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

##### One Extra Life

Hold **START**, then press **Down, Up, Left, Left, A, Right, Down**. Repeat the code whenever necessary.

##### Level Select

Hold **START**, then press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A, B** and **C**. You'll return to the title screen where you'll start at level you chose.

##### Super Time & Energy Bonus

Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right**. You'll get 240 energy bars. The timer gets set to 999.

##### Extra Time & Energy

Hold **START** and press **B, A, Right, Right, A, C, Up, Down, A**. You'll get 30 extra seconds on the timer and six energy bars.





## 3D LEMMINGS

## Stage Select

To start at any stage in *3D Lemmings*, choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

## Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie

EGYPTAAA—Egyptian movie

ARMYAAAA—Army movie

MAZEAAAA—Ending sequence

When you highlight "End" and press X, the scene you selected will appear.

## AGILE WARRIOR F-111X

## Invincibility

Pause the game and press Left,  $\Delta$ ,  $\square$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ .

## Maximum Fuel and Armor

Pause the game and press Left,  $\square$ ,  $\square$ ,  $\square$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ .

## All Weapons=999

Pause the game and press Left,  $\square$ ,  $\square$ ,  $\square$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2.

## Toggling Minimum Speed

Pause the game and press Left,  $\square$ ,  $\square$ ,  $\square$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , X. Now your minimum speed is zero; hold L1 to hover.

## Hidden Camera Angles

Pause the game and press Left,  $\square$ ,  $\square$ ,  $\square$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X, Up, Down, Left, Right. Enter this code repeatedly for new views.

## Mission Complete

Pause the game and press Left,  $\square$ ,  $\downarrow$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Down, Down, Down.

## "Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left,  $\square$ ,  $\square$ ,  $\square$ ,  $\downarrow$ , Up,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , Right,  $\square$ , Down, X, Down, X, Down, X, Down, X, Down, X, Down, X. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

## Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

## AIR COMBAT

## Secret Loading Screen

Hold the R1 and  $\square$  buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

## Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the pass-

ing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and  $\square$ ) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

## 999,999,000 Credits

At the special CD loading menu, quickly press Down,  $\square$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ ,  $\Delta$ , then press  $\square$ + $\Delta$  simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wing-man available.

## ALIEN TRILOGY

## Level Skip

Go to the password screen and enter the password "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34.") Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLVL35", you'll see the video sequence from the end of the game.

## Cheat Mode

Go to the password screen and enter the password "1G0TP1NK8C1DB00T50N", highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

## ASSAULT RIGS

## Access All Weapons

During the game, quickly press Left, Right, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

## Invincibility

Also during the game, quickly press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

## BASES LOADED '96: DOUBLE HEADER

## Automatic Home Runs

During a game of *Double Header*, press the START button to pause, then grab Controller 2 and press  $\Delta$ ,  $\square$ , X,  $\square$ ,  $\square$ ,  $\square$ . You'll hear a piano sound. Next, press the L1 button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!"

## Skip Innings

To advance through a game quicker, press the START button to pause, then press  $\Delta$ ,  $\square$ , X,  $\square$ ,  $\square$ ,  $\square$  on Controller 2. You'll hear a piano sound. Next, press the X button (also on Controller 2); the words, "Let's Go Innings" will appear on the screen. Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

## Computer Control

To give the computer control over your team, pause the game and press  $\Delta$ ,  $\square$ , X,  $\square$ ,  $\square$ ,  $\square$  on Controller 2. After you hear the piano sound, press the L2 button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your

team, simply pause the game and enter the code again.

## BATTLE ARENA TOSHINDEN

## Boss Codes

## To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press  $\downarrow$   $\leftarrow$   $\rightarrow$  before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold Up on the D-pad and press any action button.

## To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press  $\rightarrow$   $\leftarrow$   $\leftarrow$   $\rightarrow$  on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold Down on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press SELECT before you hold the appropriate direction on the D-pad as described while choosing each character.

## Easy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", "Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below.

## Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press  $\leftarrow$  X on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the SELECT button and pressing all four L and R buttons at exactly the same time.

**Easy Special Attacks at Any Difficulty Setting**  
Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press  $\rightarrow$   $\leftarrow$   $\leftarrow$   $\rightarrow$  on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy."

## Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:  
L1: Rotate counter-clockwise  
L2: Tilt backward  
R1: Rotate clockwise  
R2: Tilt forward  
To access additional camera controls, press

the START button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (X+ $\square$ + $\Delta$ + $\circ$ ) and press the SELECT button once to make the pause menu disappear; press it again to remove the energy bars. While the game is still paused with the Pause menu and energy bars removed, the controller buttons have additional camera control functions.

## BOGEY DEAD 6

## Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold L1 + L2 + R1 + R2. When the game starts, press SELECT to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

## Access All Fighters

At the Fighter Select screen, press Left, Left, Right, Down, Up, Down, Right, SELECT. You'll hear a shout and all of the fighters will become available for you to choose.

## Access All Missions

At the Mission Select map in Mission mode, just press Up, Down, Down, Right, Left, Down, Up,  $\Delta$ . You'll hear a shout and all of the missions will become available for you to choose.

## BUST-A-MOVE 2: ARCADE EDITION

## Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the X button as quickly as you can. Pressing X four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the X button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

## Another World

At the title screen—while the words "Press Start" are flashing—press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

## Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, Down, then press L1+L2+R1+R2 simultaneously. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

## COLLEGE SLAM

## Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press Left, Up,  $\square$ , Up, Down, Up, Right,  $\Delta$ . You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach," "Palm Springs" and seven fraternities.

## Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so:  $\uparrow$   $\rightarrow$   $\rightarrow$   $\downarrow$   $\leftarrow$   $\leftarrow$   $\uparrow$   $\rightarrow$   $\rightarrow$   $\downarrow$   $\leftarrow$   $\leftarrow$   $\uparrow$ . When the game starts, your





# Station tips





Mammoth Head: ○ × □ △ ○ × □ △ ○ × □ △ ○ × □ △

## NBA SHOOT OUT

### All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press R1, L1, R1, L1, R2, L2, R2, L2. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press R1, R1, R2, R2, L1, L2, L1, L2 at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

### Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the L1, L2, R1 and R2 buttons. The distracting game statistics will disappear.

## THE NEED FOR SPEED

### Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

### "Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

### Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

### Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

## NFL GAMEDAY

### Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the SELECT button to access the memory card screen. Press SELECT again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press SELECT; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the X button when running

STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG BOYS—Makes the linemen look bigger

CANNON ARM—Lets your quarterback throw farther

STERIODS—Players fly farther when hit

CRUNCH TIME—Injuries happen more frequently

PICK CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams

## PO'ED

### Refill Health / Ammo

While in Foot mode, press □ + L2 to do a backflip. While you're in the air, press Down + X + R2 to refill your health meter or Right + X + O to refill all weapon ammo.

### Access All Weapons

During the game, press □ + SELECT to view the map and press Left to rotate the map until your character arrow is pointing at you. Next press START; while the arrow is rotating back, press L1 + □ + X + O. Press SELECT to exit the map mode and you should have all of the weapons in your inventory.

### Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press △ to call up the weapons menu, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press O + R1 and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

### Stage Select

At the main menu, press L1 + L2 + R1 + R2 + Up and release. Press O to start a new game; when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting.

### See the Ending

Press X at the main menu to enter the Load Game screen. Press Right + O, then △, then Left + □, then △. You'll warp to the ending sequence.

### Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press △ to call up the weapons menu. Now hold L1 and point the D-pad diagonally Down/Right. If you're not on the lowest level of the current stage, you'll fall right through the floor.

### Fart Trick

Press X at the main menu to enter the Load Game screen. Press L1 + L2 + R1 + R2, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

## THE RAIDEN PROJECT

### Mission Select

Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold L1 + L2 + R1 + R2 and press START. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

## RAYMAN

### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

### Full Power-Up + 99 Lives

Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release O, then press and continue to hold Left, O, □, then △. Finally, release the buttons in the following order: Left, △, □, O.

## RESIDENT EVIL

### Rocket Launcher

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

### Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

## RIDGE RACER

### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

### Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

### Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

## RISE 2: RESURRECTION

### Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.

Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

## SHELLSHOCK

### Cheat Menu

Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right, □. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

### Invincibility

Start a game, then—as soon as you're in the tank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Up, Down, Down, Down, Right, Right, △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

## SKELETON WARRIORS

### Invincibility

At any time during the game, press START to pause, then press Down, O, □, □, Up, X. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

## SLAM 'N JAM '96

### FEATURING MAGIC & KAREEM

### Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

### Small Player Mode

As above, get to the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the R1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll

find that all of the players are now tiny like puppet-Penny.

### Shot Percentage Indicator

As above, get to the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

## STREET FIGHTER ALPHA

### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then □+△ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then □+△ simultaneously.

To choose the alternate-color Bison, end the code by pressing X+O simultaneously instead of □+△.

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then □+△ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then □+△ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X+O simultaneously instead of □+△.

Dan (both players)—Hold the L2 and R2 buttons and press △, □, X, O, △.

To choose the alternate-color Dan, hold L2 and R2 and press △, O, X, □, △.

## STREET FIGHTER: THE MOVIE

### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

## TEKKEN

### Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire.

### Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, △ and X on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

### Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.



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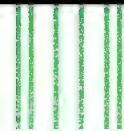
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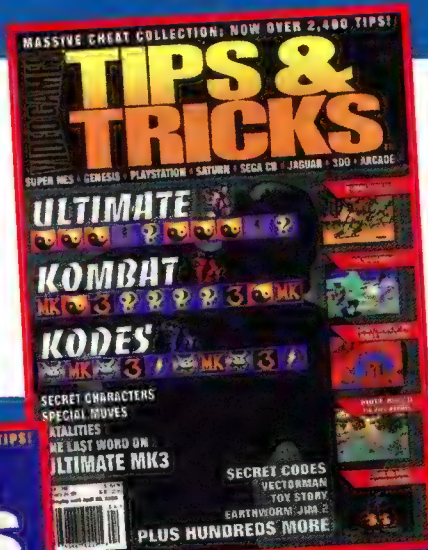
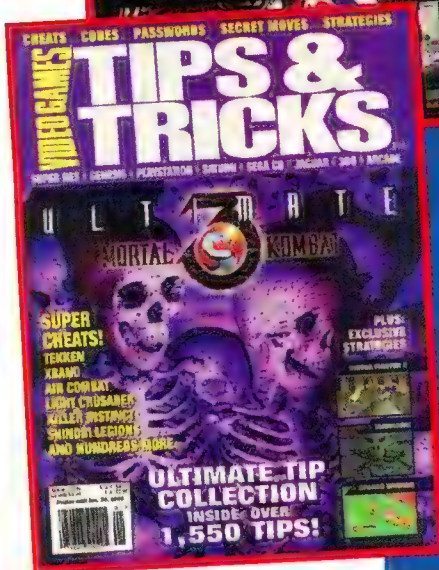
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### Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

### TEKKEN 2

#### Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too, will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

#### • Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

#### • Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

#### • Punch-Out!! Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wireframe, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

#### • Super Juggle Move

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

### TOKYO HIGHWAY BATTLE

#### 9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold **L1 + L2 + R1 + Down + START** on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press **START** on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want.

#### Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

• Car Color Change—At the car select screen, press **R2** on Controller 1 to change the car's color or add racing stripes.

• Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King or Wataru from *TIPS & TRICKS* magazine.

• Change Speedometer—During a race, press **L1** on Controller 2 to change the speedometer to white.

• Best Time/Lap Indicators—During a race, hold **Up** and press **SELECT** to see the best lap or best time records.

### TOTAL ECLIPSE TURBO

#### Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly:  $\Delta, \square, \bigcirc, \square, \Delta, \square, \text{L1}, \text{L1}+\text{R1}, \text{SELECT}, \text{SELECT}$ . (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press  $\Delta, \text{L1}, \text{L1}, \text{L1}, \square, \Delta$  very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

#### Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press  $\Delta, \text{L1}, \square$ , release **SELECT**, press  $\Delta, \text{L1}, \square, \Delta, \text{L1}, \square$ . You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

### TWISTED METAL

#### Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

$\bigcirc \Delta \square \square \square$ —Warehouse District Warfare

$\times \square \square \square \Delta$ —Freeway Free For All

$\times \square \square \square \square$ —River Park Rumble

$\times \square \Delta \Delta \Delta$ —Assault on Cyburbia

$\Delta \times \bigcirc \times$ —Rooftop Combat—The Final Battle

$\Delta \times \bigcirc \square \Delta$ —Battle with Minion

$\square \Delta \bigcirc \square \square$ —Secret Level: The Fight of Your Life

$\Delta \square \square \square \square$ —Infinite Weapons

$\square \Delta \times \square$ —Invincibility

$\bigcirc \bigcirc \Delta \times$ —Helicopter Camera Angle

### VIEWPOINT

Press **START** to pause the game, then press  $\square, \bigcirc, \Delta, \text{Right}, \text{Left}, \text{Down}, \text{R1}, \text{L2}, \text{R1}, \text{L1}$ .

#### Stage Skip

Press **START** to pause the game, then press  $\square, \square, \bigcirc, \bigcirc, \Delta, \times, \square, \text{Up}, \text{Up}, \text{Down}, \text{Down}, \text{L1}, \text{R1}, \text{SELECT}$ .

### VTENNIS

#### Secret Characters

At the character-select screen, highlight any character and press **L2, L2, R1, R1, R1, Down, \Delta, \Delta, \Delta, \Delta, \Delta, \Delta**. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he helps like Bruce Lee each time he touches the ball. To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and  $\square$ ; then, while holding those buttons down, press  $\times$ . You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

### WARHAWK

#### Special Access Codes

Choose "Special Access" from the main

menu and enter the passcodes shown below for different effects or level warps.

#### CHEAT CODES

$\square \square \square \square \square \Delta$ —Preview the Epilogues

$\square \square \square \square \square \times$ —Check the Special Upgrades

$\Delta \times \square \square \square \square \square$ —Preview the Movies

$\times \square \square \square \square \square \Delta$ —Kali Mode (Powered-Up Weapons)

$\square \square \square \square \square \Delta \Delta$ —Thor Mode (9999 Flash Bombs)

$\Delta \Delta \square \square \square \Delta \times$ —Infinite Weapons

$\square \square \square \square \Delta \times \times$ —Warhawk A-La-Mode (Infinite Weapons + Invincibility)

#### STAGE CODES

$\Delta \square \times \Delta \times \square \square$ —Desert Level

$\Delta \square \square \square \square \square \times$ —Pyramid Has Risen

$\Delta \square \times \Delta \square \square \square$ —Desert is All But Done

$\square \Delta \Delta \square \square \square \square$ —Canyon Level

$\square \square \square \square \square \square \Delta$ —In the Canyon with Amber

$\square \Delta \square \square \square \square \Delta \Delta$ —In the Canyon with Belle

$\square \square \square \square \Delta \Delta \Delta \Delta$ —In the Canyon with Crystal

$\square \square \square \square \square \Delta \Delta \Delta$ —Approaching Uma

$\times \Delta \square \square \square \Delta \Delta$ —Airship Level

$\times \square \Delta \square \square \square \times$ —Post-Transformation Airship

$\times \square \Delta \square \times \Delta$ —Airship Rear Hanger is Open

$\square \Delta \times \times \times \Delta \square \square$ —Volcano Level

$\square \square \square \square \square \Delta \Delta$ —Volcano Boss is Active

$\Delta \square \square \Delta \square \square \square$ —Gauntlet Level

$\Delta \square \times \Delta \square \times \Delta \square$ —East Gauntlet Boss

$\Delta \square \square \square \square \square \square$ —West Gauntlet Boss

$\Delta \square \square \Delta \square \Delta \Delta$ —In with the Gatekeeper

$\Delta \times \Delta \square \square \square \square \square$ —Stormland

$\Delta \times \square \square \square \square \square$ —Above 1st Force Field

$\Delta \times \Delta \Delta \square \square \Delta$ —Above 2nd Force Field

$\Delta \times \square \square \Delta \square \Delta \Delta$ —Above 3rd Force Field

$\times \square \Delta \square \square \square \times$ —Kreel's Door is Open

$\Delta \times \Delta \square \square \square \Delta$ —Face-to-Face with Kreel

### WIPEOUT

#### Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START**, and  $\bigcirc$  and press  $\times$ . When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

#### Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press  $\times$ . When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

### WWF WRESTLEMANIA

#### THE ARCADE GAME

#### Invincibility

At any time during the game, press the **START** button to pause, then press  $\times, \Delta, \text{R2}, \text{Up}$ . You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

#### Stop the Timer

At any time during the game, press the **START** button to pause, then press  $\times, \Delta, \text{R2}, \text{Left}$ . You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

#### Super Strength

At any time during the game, press the **START** button to pause, then press  $\times, \Delta, \text{L2}, \text{Down}$ . You'll see the screen flash for an instant. When you unpause, your wrestler will be powered-up; all attacks will do extra damage.

#### Weaken Opponent

At any time during the game, press the **START** button to pause, then press  $\times, \Delta, \text{L2}, \text{Right}$ . You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.

#### Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press  $\square, \times, \bigcirc, \Delta$ . The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are regis-

tered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

### ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

#### Alternate Character Color/Texture

Press **Up** + any button when choosing your fighter at the character-select screen.

#### Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the **L** and **R** buttons) to choose different character colors.

#### Watch Mode

To watch the computer fighting itself, hold **L1+L2+R1+R2+Down** on Controller 1 and choose "VS Play."

#### Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

#### Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Options" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**; you'll see a secret NECO comic strip.

#### Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.

#### Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

#### Flat-Shaded Turbo Mode

The coolest *Zero Divide* cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.

#### Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.



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## League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode".

## Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

## Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the **D**-pad and buttons.

## FMV Fiesta

To watch all of *BlackFire's* full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

## Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

## Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

## Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level: Hold **A, B, C** and **Up** and press **L**. Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

## Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the **D**-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold

the **L** button at any time and press **Up** on the **D**-pad. To warp to the previous stage, just hold **L** and press **Down**.

## 999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Z**.

## Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Bosses Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list.

## Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Minigame Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

## Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Minigame Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

## 999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

## Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the **D**-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

## See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

## Secret Screens

*Clockwork Knight 2* uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

## Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here

goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands: **D-pad Left, Right**—Move the boss left or right

**D-Pad Up, Down**—Move the boss closer or farther away

**Z, C**—Move the boss up or down

**A, B, Y, L, R**—Make boss noises

**X**—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

## Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

**D-pad Left, Right**—Make the boss face left or right

**A**—Make the monkey beat his chest

**B**—Pick up Pepperouchau and slam him to the ground (if you're close enough)

**C**—Jump into the air and land on Pepperouchau

## Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

## Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the **D**-pad 720° clockwise like so: **↑→↘↓↙←↑→↘↓↙←↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

## Extra Credits

At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now both players can start with nine continue credits instead of three.

## Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

## Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X**, then press **Z, C, L, B, Left, R, L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and "Abnormal".

## Extra Time

On the beginner track, you'll see a slot ma-

chine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

## Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

## Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

## Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

## Karaoke Mode

In "Arcade Mode," hold **Up** on the **D**-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

## Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the **D**-pad diagonally in the **Down/Right** position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

## Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

## Easier Horse Trick

At the title screen, point the **D**-pad diagonally in the **Up/Left** position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

## Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

## Tumble Racing

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left, Right, Left, Right, X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.

## Hop On One Leg

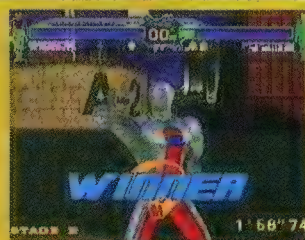
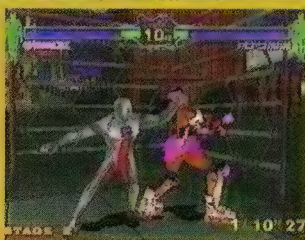
Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up, Left, Down, Right, X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

## Infinite Energy

Press **START** to pause the game at any time during play, then press **Left, A, Z, Y, Down, A, Y, Down**. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.

## Infinite Lives

Press **START** to pause the game at any time during play, then press **Y, A, Right, Down, Down, A, Left, Right**. Unpause the game and you'll find that your life counter has jumped











If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Start.

## Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, Start. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

## Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, Start. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing Z when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down; with the numbers gone, hold Y and press Up to pause or unpause the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

## Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

## Cheat Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

## Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- Press A+Y+Z during the national anthem for upside-down players.
- Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

## Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players.

## Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

## Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option

## Mode menu.

- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
- "BGM Test" lets you listen to the game's music.

## "Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press Start to pause, the screen will not darken and the word "Pause" will no longer appear.

## Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press Start at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

## Infinite Continues

Press Start at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

## Invincibility

Press Start at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

## Stage Select

Press Start at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

## Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will take a dive right away and the stage will start over.

## Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

## New Weapons

At the difficulty/options title screen, enter

the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

## Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

## Radar Change

At any time during the game, if you hold the A button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

## Secret Video Menu

Start a game of *Pebble Beach*, then hold Right on the D-pad, also hold the X and Z buttons and press RESET on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press A or C to start any scene; B brings you back to the menu.

## Gallery Code

Start a game, hold Down and B button and press RESET on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

## Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

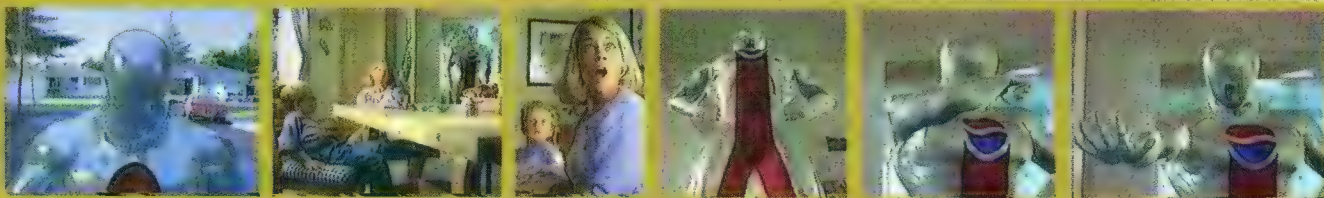
## Infinite Lives

At any time during the game, press Start to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press Start to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

## Boss Codes

Enter these codes at the character-select screen to get five playable boss characters in a bonus box at the bottom of the screen.

- Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.
- Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.
- Assault—Right, Up, Up, Right, Down, Right, Up, Up.
- Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.
- Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.



WHO OOOOOO





## ARCADE RALLY CHAMPIONS

### Secret Course

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

### Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

### Cheat Menu

Press **START** at the main menu, then—when the hangar appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A**. A cheat menu will appear with three options:

- **LEVEL:** Press C to change the level number to any of the game's 25 stages. When you press B to exit the cheat menu, enter the briefing room to start at the level you chose.
- **"INVULNERABILITY":** Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.
- **FULL UPGRADES:** Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

### 999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999.

### 99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

### Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

### Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press A, B, A, B, C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

### Invincibility

At any time during the game, press **START** to pause, then press C, **Right**, A, Z, Y, **Left**, A, **Right**, **Down**, B, A, B, Y ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

### Infinite Lives

At any time during the game, press **START** to pause, then press B, A, **Down**, B, A, **Left**, **Down**, **Right**, Y, **Up** ("bad bald Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

### Infinite Crystals

At any time during the game, press **START** to pause, then press **Left**, A, Z, Y, C, **Right**, A, B, Y, **Down**, A, **Down**, **Down**, Y ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

### Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes:

**Big Head Mode:** Tap the X button quickly and repeatedly until the tip-off.

**Tiny Player Mode:** Tap the Z button quickly and repeatedly until the tip-off.

**Shot Percentage Indicator:** Press the L button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

### Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

**Player 1—**Highlight Ryu, hold the L and R buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ryu with the **Jab** button (the default is X on the Saturn.)

**Player 2—**Highlight Ken, hold the L and R buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ken with the **Fierce** button (the default is Z on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

### Secret Characters

To play as a hidden character, highlight the

"?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

**M. Bison (Player 1)—**Hold the L button and press **Left, Left, Down, Down, Left, Down, Down**, then X+Y simultaneously.

**M. Bison (Player 2)—**Hold the L button and press **Right, Right, Down, Down, Right, Down, Down**, then X+Y simultaneously.

To choose the alternate-color Bison, end the code by pressing A+B simultaneously instead of X+Y.

**Akuma (Player 1)—**Hold the L button and press **Left, Left, Left, Down, Down, Down**, then X+Y simultaneously.

**Akuma (Player 2)—**Hold the L button and press **Right, Right, Right, Down, Down, Down**, then X+Y simultaneously.

To choose the alternate-color Akuma, end the code by pressing A+B simultaneously instead of X+Y.

**Dan (both players)—**Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

### Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires:

**Mileena (700-723):** Press X seven times, A seven times, B twice and C three times.

**Ermac (964-240):** Press X nine times, Y six times, Z four times, A twice and B four times.

**Classic Sub-Zero (760-520):** Press X seven times, Y six times, A five times and B twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

### Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up, Right, Right, Left, Left, Down, Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

### Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Left, Right, Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

### See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

### Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

### Boss Code

At the character select screen, quickly press **Down, Up, Right**, then A+Left. You'll hear a "swish" and you'll be playing as Dural.

### Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

### Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up 17** times and immediately press **START**, Dural will be added to the alternate character menu.

### Play Ranking Mode

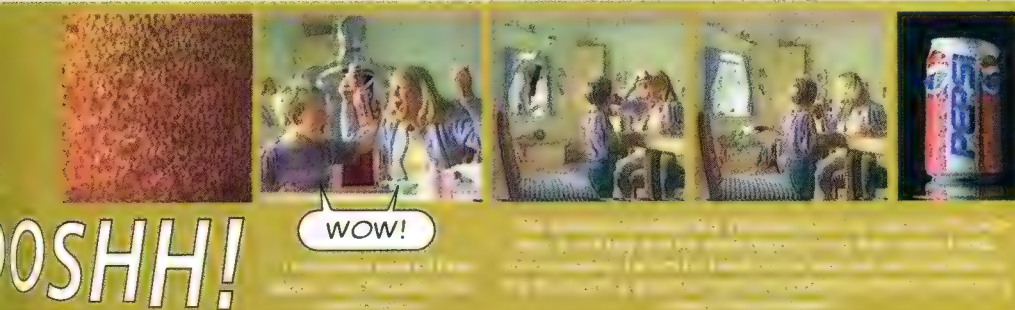
To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and R at the title screen and press **START**.

### Watch the Credits

Hold the A button down during the opening demos to see the names of the makers of *Virtua Fighter*.

### Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.





## GAME BOY

## BUBBLE BOBBLE PART 2

**Stage Select**  
Enter **► 5 ► V** as your password, then press the **START** button. A stage-select menu will appear on the title screen.

## COLLEGE SLAM

**Power-Up Codes**  
Perform each of the following cheats at the "Tonight's Match-Up" screen.  
Shot Percentage display: Press **Down**, **B**, **Up**, **Up** and **Down**.  
Powerup 3-Pointers: Press **Down**, **Up**, **Up**, **Down**, **Left**, **Right**, **Left**.

## JUDGE DREDD

**Stage Select**  
At the title screen, press **A**, **Left**, **Right**, **Left**, **Right**, **B**, then press **START**. A stage-select menu will appear.

## THE JUNGLE BOOK

**Cheat Menu**  
Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

## KILLER INSTINCT

**Boss Code**  
Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT**, **START**, **B**, **A**.

## THE LEGEND OF ZELDA: LINK'S AWAKENING

**Exploding Arrows**  
At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

**Boomerang Trick**  
Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

## THE LION KING

**Stage Skip**  
At any time during the game, press **START** to pause, then quickly press **B**, **A**, **A**, **B**, **A**, **A**. You'll immediately skip to the next stage.

## MORTAL KOMBAT

**Play as Goro**  
First, beat Shang Tsung and win the game. Watch the credits roll and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" Now you're playing as Goro.

## NBA JAM

**Power-Up Codes**  
Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.  
Juice Mode—Tap any button 14 times, then hold **A** and **B** until the tip-off.  
Power-Up Dunks—Tap any button ten times, then hold **Down** and **A** until the tip-off.  
Power-Up Fire—Tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.  
Power-Up Turbo—Tap any button 15 times, then hold **Up** and **B** until the tip-off.

## NBA JAM TOURNAMENT EDITION

**Power-Up Codes**  
Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.  
Quick Hands—**Left**, **Left**, **Left**, **Left**, **A**, **Right**  
Display Shot Percentage—**Up**, **Up**, **Down**, **Down**, **B**  
Power-Up Goaltending—**Right**, **Up**, **Down**, **Right**, **Down**, **Up**  
Power-Up Dunks—**Left**, **Right**, **A**, **B**, **B**, **A**  
Power-Up Fire—**Down**, **Right**, **Right**, **B**, **A**, **Left**  
Powerup Offense—**A**, **B**, **Up**, **A**, **B**, **Up**, **Down**  
Powerup Push—**Down**, **Right**, **A**, **B**, **A**, **Right**, **Down**  
Powerup Turbo—**B**, **B**, **A**, **Down**, **Down**, **Up**, **Left**  
Powerup Speed—**Up** four times, **Left** four times, **B**, **A**

## SAMURAI SHODOWN

**Secret Characters**  
To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

## WARIO LAND: SUPER MARIO LAND 3

**Change Game Stats**  
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

## GAME GEAR

## AX BATTLER—A LEGEND OF GOLDEN AXE

**Passwords**  
Firewood Town—IMPK IHE OGII NNPH  
Turtle Village—BNLK LPAG HMGH NBOG  
Sand Marrow—AOEC DLCD PNFP BBPF  
Holmstock—EIIN PMOK PNGI CLJD  
Brookhill—CPGG CIAK AEFF OPKO

## ECCO: THE TIDES OF TIME

**Cheat Menu**  
Use Ecco's sonar to bring up the map screen, then press **Left**, **1**, **2**, **1**, **2**, **Down**, **2**, **Up**.

## FANTASY ZONE

**Cheat Menu**  
At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, **1**, **2**, **1**, **2**, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

**Invincibility**  
Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the D-pad and press **1+2** simultaneously; the Mode setting will change to "UNDEAD".

## MORTAL KOMBAT

**Arcade Mode**  
Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2**, **1**, **2**, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

## NBA JAM

**Secret Power-Ups**  
The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode", Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."  
Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.  
"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.  
Power-Up Intercept: Rotate the D-pad 360° and press the **1** button 15 times.  
Power-Up Defense: Press the **1** button five times.  
Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.  
Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

QUEST FOR THE SHAVEN YAK  
STARRING REN HOEK & STIMPY

**Passwords**  
AURGH—The Stinking Dry Desert  
ZONNNK—The Stinking Wet Bayou  
YYOWW—The Perilous Mount Hoek  
ZOWCHH—The Great Frozen North

## SAMURAI SHODOWN

**Play As Amakusa**  
Press **X** three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

## SONIC THE HEDGEHOG 2

**Stage Select**  
At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **lower left** position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

## SONIC CHAOS

**Sound Test+Fireball**  
To access a sound-test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **1**, **2**, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press **1** or **2** to make Sonic throw a fireball.

## SPACE HARRIER

**Hard Mode**  
Hold the **1** button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

## 3DO

## BATTLESORT

**Secret Character**  
At the title screen—when the words "Press Start to Continue" are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now choose an exhibition match or the "instant action setup" and you'll find a powerful secret character named Kubo who can be chosen as your opponent.

## Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now start the game in any mode; when it's time to choose a vehicle, you'll find a new tank called the Invader. It has a top speed that's equal to the Runner and its acceleration is better than any other available tank.

## CAPTAIN QUAZAR

**Super Power-Up**  
At any time during the game, press **P** to pause, then press **L**, **R**, **L**, **R**, **L**, **R**, **B**. You'll hear Quazar say, "Whoa-ho-ho!" When you press **P** again to return to the game, you'll have maxed out health, cannon ammo, missiles and grenades.  
**Walk Through Walls**  
At any time during the game, press **P** to pause, then press **R**, **L**, **B**, **B**, **R**, **L**, **Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

## DOOM

**Cheat Codes**  
During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won't work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence:  
See the entire map—**L**, **R**, **R**, **A**, **Left**, **Left**, **Up**, **A**, **C**.  
See all of the items on the map—**L**, **R**, **R**, **Right**, **Up**, **B**, **B**, **Left**, **R**.  
God Mode (invincibility)—**Up**, **Right**, **A**, **B**, **A**, **Down**, **A**, **L**, **L**.  
All weapons and keys—**A**, **Left**, **A**, **B**, **A**, **Right**, **A**, **C**, **A**.  
Start at any level—**L**, **Up**, **C**, **C**, **R**, **Down**, **A**, **Left**, **Left**. (Once you've entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main menu, where you'll be able to access all 23 missions.)

## FOES OF ALL

**Cheat Mode**  
Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the "Pause" menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret "Cheat Codes" menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes listed below may crash the game or even reset the 3DO machine in certain situations.  
AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.  
AIBT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)  
PADC—This code activates Controller 3 for special cheat functions; let's hope you've got a third controller. Once you've entered this code, the buttons on Controller 3 will have the following effects:  
**A**: Knock down Boxer 2 for six seconds.  
**B**: Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.  
**L** button: End the current round and immediately advance to Round 10.

## JOHNNY BAZOOKATONE

**Passwords**  
Level 1—SOFTCELL  
Level 2—LOVESHAK  
Level 3—STIRITUP  
Level 4—LIVEAID  
Level 5—PLECTRUM

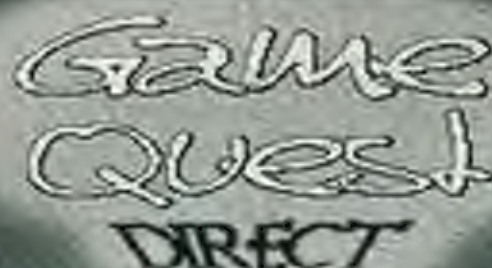
## REBEL ASSAULT

**Stage Skip**  
Start the game; as soon as the LucasArts logo starts to appear, press **Up+A**, **Down+A**, **Left**, **A**, **Right+A**; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, you can press the **C** button to skip stages at any time.



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\* Why are you looking down here, don't you believe us!!! Well, it's true!

## References

## hint books

large pieces of lint





## AREA 51

### Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

## CRUISIN' USA

### Extra Cars

In the garage where you can choose your car, press the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

## DAYTONA USA

### Free Credits

Look for the slot machine that hangs above the road on the Beginner track. As you go around the track, you can stop the wheels of the slot machine by pressing **START** three times. If you hit the jackpot, you can win free credits to continue your game.

## FIGHTING VIPERS

### Play as B. Mahler

Note: This trick will only work on *Fighting Vipers* machines that have had 15,000 matches played on them; the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the character-select screen, wait for the clock to count down to the 9-second mark, then quickly press and hold **START** and **Up** on the joystick. While continuing to hold **START** and **Up**, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right; if you're Player 2, start with Picky and move left.) The joystick movement for Player 1 should look like this:  $\uparrow\uparrow\uparrow\uparrow\uparrow\uparrow$  etc.—remember to keep holding the **START** button and keep the joystick **Up** as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, B. Mahler.

## KILLER INSTINCT 2

### Play as Gargos

At the character select screen, point the joystick **Up** and hold it there while pressing the following buttons: **FIERCE PUNCH**, **MEDIUM PUNCH**, **MEDIUM KICK**, **FIERCE KICK**, **MEDIUM PUNCH**, **QUICK PUNCH**, **QUICK KICK**, **MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

### Stage Select + Music Select

At the character-select screen, pick the fighter you want with the **START** button, then immediately press and hold **Up** or **Down** and one of the **PUNCH** or **KICK** buttons; see the chart below to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player can choose the music using the same method.

**Up + QUICK PUNCH:** Sabrewulf stage  
**Up + MEDIUM PUNCH:** Maya stage  
**Up + FIERCE PUNCH:** Gladius stage  
**Up + QUICK KICK:** Tusk stage

**Up + MEDIUM KICK:** Fulgore stage  
**Up + FIERCE KICK:** Orchid stage

**Down + QUICK PUNCH:** Jago stage  
**Down + MEDIUM PUNCH:** Gargos stage  
**Down + FIERCE PUNCH:** T.J. Combo stage  
**Down + QUICK KICK:** Kim Wu stage  
**Down + MEDIUM KICK:** Spinal stage  
**Down + FIERCE KICK:** Spinal stage  
**Down + MEDIUM KICK (both controllers):** Sky Platform

### Speed Settings

Hold one of the following button combinations at the "Vs." screen just before the fight begins:

**Fast Speed—Up or Down + MEDIUM KICK or PUNCH**

**Ultra—Up or Down + FIERCE KICK or PUNCH**

**Normal—Up or Down + QUICK KICK or PUNCH**

## MANX TT SUPER BIKE

### Sheep Mode

At the Transmission Select screen, press **SHIFT UP**, **SHIFT UP**, **SHIFT DOWN**, **SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too.

### Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

## NBA JAM

### Special Guest Codes

Air Morris—WIL Jan 1  
Oursler—SNO Jan 3  
Rivett—RJR Jan 17  
DiVita—SAL Feb 1  
Turnell—MTJ Mar 22  
Newcomer—JRN Jun 18  
Liptak—SL Jun 24  
Scott—TON Jul 3  
Howard—HOW Jul 15  
Carlton—JMC Aug 5  
Haw—JWH Sep 20  
Petro—GNP Oct 8  
Goskie—TWG Dec 7

### Secret Power-ups

Enter all codes at the "Tonight's Matchup" screen before the tip-off.

**Power-Up Defense:** Tap **STEAL** or **BLOCK** exactly eight times at the matchup screen.

**Big Head:** Hold **Up**, **TURBO** and **STEAL** until the tip-off.

**Power-Up Intercept:** Hold the joystick **DOWN** and hold all three buttons until the tip-off.

**Power-Up Offense:** Tap **STEAL** or **BLOCK** exactly 21 times at the matchup screen.

**Tank Game:** Hold the joysticks **DOWN** and hold all three buttons on both sides of the machine.

## NBA JAM TOURNAMENT EDITION

### Secret Power-Ups

Aside from the "Team Swap" code, each of these tricks should be performed at the "Tonight's Matchup" screen before the tip-off.

**Maximum Power:** Hold **Down**, **TURBO**, **SHOOT**, **PASS** and **START** until the game begins.

**Quick Hands:** Hold **Down** and press **SHOOT** five times. After the fifth button

press, keep holding **Down** and **SHOOT** until the tip-off.

**Baby-Size Players:** Hold the joystick in the **Down/Right** position and press **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**.

**Big Head #1:** Hold **Up**, **TURBO**, **PASS** and **SHOOT** until the tip-off.

**Huge Head:** Hold **Up** and **TURBO** and press the **PASS** button five times. On the fifth press, keep holding **Up**, **TURBO** and **PASS** until the tip-off.

**Tournament Mode:** Hold **Right** and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the tip-off.

**Shot Percentage Indicator:** Rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times.

**Power-Up Goaltending:** Press any button (or combination of buttons) 24 times.

**Team Swap:** At the "Halftime Substitution" screen, hold the joystick to the **Right** and hold the **PASS** button until the words "TEAM SWAP ENABLED" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.

## PRIMAL RAGE

### Bowling

To bowl, both players must choose the character Armadon. Do the **Spinning Death** move (hold buttons **1 + 4** and move the joystick **Away**, **Toward**, **Down**) and collide in mid-spin three times in a row. A bowling game will pop up, with the humans as pins. Move the joystick to control the path of Armadon.

### Volleyball

To play volleyball, play on the Cove stage (the beach with the temples on the sides). When a human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair.

### Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other. When the timer runs down until it is almost zero in the Sudden Death mode, lay a **Fart of Fury** into the air using Chaos (hold buttons **2 + 3** and move the joystick **Down**, **Toward**, **Up**, **Away**). The timer should be between the 1 and 2 "seconds left" mark when you let go. If your timing is perfect and the fart is in the air when the timer expires, you'll see cows falling from the sky instead of the usual shower of bricks.

## SOUL EDGE

### Boss Code

If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press **START** and continue to hold it through the rest of the code. With Mitsurugi highlighted, press **Up**, **Down**.

Move the cursor to Taki and press **Up**, **Up**, **Down**, **Down**, then move to Rock and press **Down**, **Up**, **Down**, **Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo.

## STREET FIGHTER ALPHA 2

### Background Select

At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in and hold the **START** button for four seconds, then release and choose your character normally. When the fight begins, you'll be in the stage you chose.

### Secret Stages

**Waterfall:** In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally.

**Field:** In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

### Extra Colors

Choose your character by pressing two **PUNCH** or two **KICK** buttons simultaneously to access alternate colors.

### Hidden Characters

The following tricks should be performed at the character-select screen.

**Evil Ryu:** Highlight Ryu, hold **START** for one second, then release. Now press **Right**, **Up**, **Down**, **Left**. Now press and hold **START** again for one second; while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken.

**Classic Chun-Li:** Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter II Turbo*; remember that her fireball is now a "charged" move.

**Classic Dhalsim:** Highlight Dhalsim and hold **START**. Now press **Left**, **Down**, **Right**, **Up**, then press any action button to select "Classic Dhalsim".

**Classic Zangief:** Highlight Zangief and hold **START**. Now press **Down**, **Left**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Right**, **Down**, then press any action button to select "Classic Zangief".

## SUPER STREET FIGHTER II TURBO

### Play As Akuma

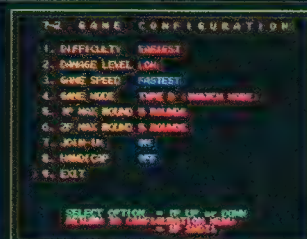
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu again for four seconds, then hold down all three **PUNCH** buttons and the **START** button. You'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

## SECRET ARCADE OPTIONS!

Did you ever wonder if arcade games have option menus like most home games do? Believe it or not, they all do! Unfortunately, the only people who have access to these secret option screens are the arcade owners or operators; they use them to adjust the game settings so they can get more money from people like you. Most players will never see these menus, because the buttons that activate them are inside the arcade cabinets—but *TIPS & TRICKS* is the only magazine with the guts to show you what no one else will!



This month's secret option screens come from one of our featured games, *Super Puzzle Fighter II Turbo*. The main menu lets you adjust non-



gameplay variables like how many coins it takes to earn one credit, etc. You can also access bookkeeping records and test the hardware and

memory. The game configuration menu, however, has tons of interesting options, including eight difficulty settings, four "Damage Level" settings, four speed settings, handicap and "join-in" options as well as four different game modes! The Mode D setting puts the game in "Match Mode"—it's a two-player-only setting which lasts between one and five rounds, again depending on the settings at this secret option menu. These settings often account for great differences in the way a game plays from one arcade to the next, so stay alert and try not to get ripped off!





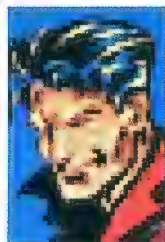
## FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **September 1, 1996**. If you want to get into **XBAND**, stop by your local Electronics Boutique, Software, Etc., Babage's or Toys 'R' Us store, or visit Blockbuster Video and check out the **XBAND** instructional/demo video—it's a free rental!

GENESIS



1. -(O.G.187)- (Los Angeles, CA)—4,019
2. - ( P y r a t e 6 9 ) - (Inglewood, CA)—3,735
3. THE GAME DEMON (Cudahy, CA)—3,682
4. MAVERICK18 (Ozone Park, NY)—3,606
5. -(Nothingness)- (Philadelphia, PA)—3,603



1. Mid-Knight Lover (Hoboken, NJ)—4,827
2. SHAMGOD!!! (New York, NY)—3,742
3. The Master Jon (Decatur, GA)—3,719
4. Kosd1R-?-Bandit! (San Pablo, CA)—3,703
5. NECRON (San Mateo, CA)—3,576



1. Starlite (Bklyn Nyc, NY)—3,869
2. THE UNKNOWN XXX (Manhattan, NY)—3,857
3. Koma (Brooklyn, NY)—3,829
4. WARLOCK!!! (New York, NY)—3,801
5. The Master Jon (Decatur, GA)—3,689



1. Dream Theater+ (Miami, FL)—4,185
2. Mr. Win Collector (Richmond, CA)—4,176
3. Phat Lady -TGF- (Pampa, TX)—4,018
4. ViRuS (U\*D) (City Of Industry, CA)—3,978
5. Gorby's Birthmark (San Francisco, CA)—3,958



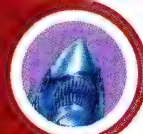
1. Jack LOVES Brie! (Philadelphia, PA)—5,103
2. SiZZAHANDZ P.i. (Brooklyn, NY)—4,755
3. WaR GoD (Wilkes-Barre, PA)—4,696
4. RIDGE RENEGADE (Brooklyn, NY)—4,692
5. NooB SaiboT-DEC- (Pompano Beach, FL)—4,639



1. UnDeRtAkEr(TmB) (Santa Ana, CA)—8,436
2. L ord G ame G od (Phoenix, AZ)—8,316
3. =Mr. Wizard= (Anaheim, CA)—8,138
4. S e i f e r t (Orange, CA)—7,984
5. DeStRo oF (U\*D) (Jonesboro, GA)—7,978

SUPER NES





# GAME GENIE

**Codes for use with  
Galoob's Game Genie Video Game Enhancers**

## AAAHH!!! Real Monsters Genesis

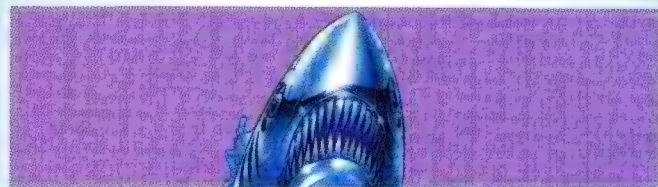
AD5T-AAAE—Start with 1 life  
AX5T-AAAE—Start with 5 lives  
BH5T-AAAE—Start with 10 lives  
ACFA-AACC—Infinite lives  
AAVT-AAGT—Infinite Special Screams  
ACWA-CAEG—Books worth nothing  
AAVA-AACA—Infinite garbage  
ACMT-CAGA—Garbage worth nothing  
GLMT-CAGA—Garbage worth 50  
NRMT-CAGA—Garbage worth 99  
AANA-CAA0—Bugs aren't worth anything  
ADBA-AADJ—Infinite energy

## Killer Instinct Game Boy

002-199-19E—Infinite time  
103-1CD-80C—Round starts with 10 seconds  
303-1CD-80C—Round starts with 30 seconds  
503-1CD-80C—Round starts with 50 seconds  
753-1CD-80C—Round starts with 75 seconds  
FA7-B0B-4C1—Infinite energy  
012-EAD-919—Start with very little energy  
4B2-EAD-919—Start with ¼ energy  
882-EAD-919—Start with ½ energy  
B42-EAD-919—Start with ¾ energy  
00B-428-6E2—Fierce tiger fury does no damage  
FFB-428-6E2—Fierce tiger fury kills  
00B-698-916—Fierce wind kick does no damage  
FFB-698-916—Fierce wind kick kills  
00B-838-91E—Fierce laser blade does no damage  
FFB-838-91E—Fierce laser blade kills

## Earthworm Jim Game Gear

324-D86-7FB—Start with ½ energy  
B84-DD6-4C9 + 8B4-E26-E66—Start with 3000 bullets  
704-DD6-4C9 + 944-E26-E66—Start with 6000 bullets  
FF4-DD6-4C9 + FF4-E26-E66—Start with MEGA ammo  
3A4-0EC-2A2—Infinite lives  
3A3-B4C-2A2—Infinite energy  
3A5-53A-2A2—Infinite gun  
885-7C9-A2A—Flash longer when hit on the ground  
885-7C9-A2A—Don't flash at all when hit on the ground  
18D-EAF-6EA—Invincible  
002-5CC-C49—Gun pick-ups worth nothing  
322-5CC-C49—Gun pick-ups worth 50  
FF2-5CC-C49—Gun pick-ups worth a lot  
002-3BC-B3A—Energy pick-ups worth nothing  
322-3BC-B3A—Energy pick-ups worth 50  
FF2-3BC-B3A—Energy pick-ups worth a lot



# GAME SHARK

**Codes for use with Interact Game Products'  
Game Shark Video Game Enhancers**

## PLAYSTATION

### Tekken 2

800A3666-006E + 800D09E3-006E—Infinite health, Player 1  
800A3676-006E + 800D1BF2-006E—Infinite health, Player 2

### Tokyo Highway Battle

8006DEB-CFFFF—Infinite funds

### NFL Quarterback Club '97

800D14C6-0000—Home scores 0  
800D3ACA-0000—Away scores 0

### Bogey Dead 6

801C29C2-0005—Infinite credit  
800BC684-0064—Infinite sidewinders  
800BC68A-0064—Infinite maverick missiles  
80081712-2F61—Infinite fuel

### Star Fighter

80166B7C-000A—Infinite ATG missiles  
80166B80-000A—Infinite ATA missiles  
801051DC-0080—Infinite armor  
80166B8C-0009—Infinite multi-missiles  
80166B88-03E7—Infinite beam lasers  
80166B90-03E7—Infinite mines  
80166B84-03E7—Infinite mega-bombs

## SATURN

### Alien Trilogy

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1606CE26-0084—Auto-mapper  
1606CE32-0028—Shotgun shells  
1605AAFE-003C—Shotgun  
1606CE42-0001—Infinite batteries  
1606CE40-0002—Infinite charges  
1606CE2A-0064—Acid vest  
1605AB02-0001—Pulse rifle  
1606CE34-0040—Pulse rifle ammo  
1606CE38-0005—Infinite grenades

### Impact Racing

F6000914-C305 + B6002800-0000—Master code (must be entered)  
160DC19E-0063—Infinite mines  
160DC186-6404—Quad laser  
10245712-0000—Lasers never overheat  
160DC18C-0010—Missile launcher  
160DC196-0063—Infinite missiles

### Star Fighter

f6000914-C305 + B6002800-0000—Master code (must be entered)  
160BF4EE-03E7—Infinite ATG missiles  
160BF4F2-03E7—Infinite ATA missiles  
160BF4F6-03E7—Infinite mega-bombs  
160BF4FA-03E7—Infinite beam lasers  
160BF4FE-03E7—Infinite multi-missiles  
160BF502-03E7—Infinite mines  
1608330A-0040—Infinite armor

### Virtua Fighter Kids

F6000914-C305 + B6002800-0000—Master code (must be entered)  
16045974-00A0—Infinite health, Player 1  
16046A74-00A0—Infinite health, Player 2

### World Series Baseball 2

F6000914-C305 + B6002800-0000—Master code (must be entered)  
160F419A-0032—Home team wins  
160F418A-0032—Away team wins



Invaders! Invaders!  
Invaders!



## Monsters A Go-Go



Pac-Man fans would love to perform their daily ablutions with this wash cloth.

## Sonic Showcase

Sonic the Hedgehog fans should try to collect as much Sonic paraphernalia as possible.

- Sonic the Hedgehog Pencil Case
- Sonic the Hedgehog Note Pad
- Sonic the Hedgehog Stickers



## Hirohiko in Tokyo



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1. choco ball. the choco ball mascot is a chocolatey toucan-looking bird (maybe in the tradition of fruit loops?) choco balls come in three flavors: peanut, caramel and strawberry. the most interesting of the three flavors is definitely strawberry. but the best thing about choco ball has to be the stickers that come with the candy. the choco ball birds on t-shirts, in coffee cups, playing tug-o-war with each other, dressed up as strawberries in a chorus line. it also comes with stickers that indicate blood type (a, o, ab). (your blood type is almost like your astrological sign in japan; it's something that supposedly indicates personality traits.) 2. crunky. the name is very, very good. not chunky, not crunchy, but crunky. and it's almost crunky. but the chocolate itself isn't top-drawer, the crunchies save it. 3. dole orange. hard candy that also contains vitamin c. so it's tasty and good for you. and it's got a strange, tart soft center that adds a sort of surprise element. 4. kiss mint wake up. new packaging. flavor crystals that really pack a punch and really do incite you to action. kiss mint wake up can inspire the listless to get up off their bums and head to the local discotheque, wide-eyed and open-mouthed. 5. mario candy. gummy candy in the shape of mario. it comes in different flavors. like cola. 6. milky chocolate. tastes pretty darn terrible. but the packaging is so cute. 7. springman. he's a funny-looking dj who looks like he likes monkey mafia featuring patra, future force, dj q, electronic and omni trio. 8. sweet sweetie. hard candy that's grapefruit flavored. hardly anything ever comes in grapefruit flavor. 9. gxtv. adjustable bass-reflex speaker doors, stereo surround sound, and a 15 watt sub-woofer. it's also a 181-channel stereo TV with dbx noise reduction built-in. 10. anonymous tips & tricks reader.





# New Donkey Kong Land 2™

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Game screens shown from Super Game Boy.



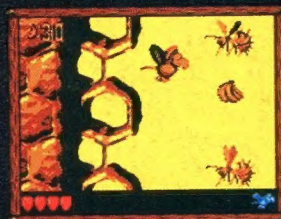
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on.



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